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COMPUTER + VIDEO GAMES

FEBRUARY '92
ISSUE 123

INSIDE:
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MONKEY ISLAND
JOHN WOOD
GRAVITY
AND MORE



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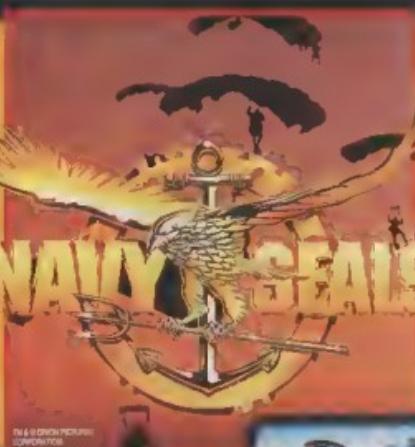
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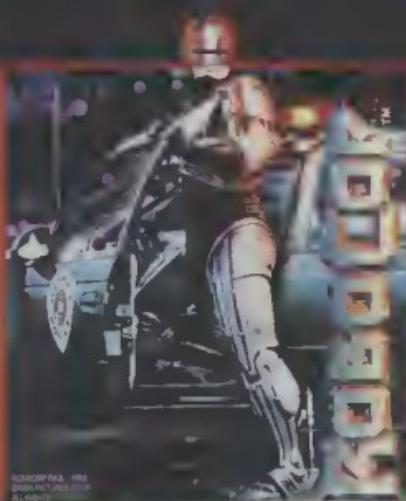
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JOHN MADDEN
FOOTBALL
FANTASIC VOYAGE

MASTER SYSTEM

ALIEN STORM
THE TERMINATOR

NINTENDO

TERMINATOR 2
STAR WARS

ED FIRST

In between his shark fishing expeditions, crocodile wrestling bouts and assisting the Soviet Union in their switch to a free-market economy, Tim Boone still manages to find the time to knock out an issue of CVG. What a star, eh?

NEWS

What's been happening in the mad, mad world of leisure computing? You'll never know, unless you scour this month's thrill-a-minute News pages! It's hot it's here!

STRIKE ONE! STRIKE TWO!

STRIKE THREE! YER OUT!!!

Neo Geo fans get ready for a sporting sensation and check out 2020 Baseball on the wonder machine. It's a future aim of America's second fave game where the best are victorious and the sad men get blown-up by landmines!



TIM BOONE
(PIRATES MAY BE NASTY BUT...)

When I was at school me and my mates used to do all the partitions in our lockers and paint them out of the other lockers' touchlines. It was daylight robbery, we did it for ages and nobody ever got caught. It was terrible and I still feel guilty about once every ten years.

SUPER FAMICOM

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HAND-HELD

GO!

VIDEO GAMES

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It's unbelievable! This month's cover game RoboCop 2 gets a full EXCLUSIVE Game Boy shakedown in Britain's ONLY mag for hand-helds, as does the fab Terminator 2 car - the cover of this month's CVG! Game Gear fans can be dumbstruck by GO! Reviews of Ninja Gaiden and Galaga '91 and there's tons of stuff for Lynx and PC Engine GT owners too - including a massive GT Lowdown! What more could you ask?



FRANK O'CONNOR

The worst thing I ever... lean on the bolts on the side of a bike and tell him he doesn't ride down into the mud. He didn't know what to do. He just fell off the bike, the bike fell apart and he went flying. I feel terrible about it now.



JON BILLINGTON

'When I was a lad I used to run under the stairs, jump out and scare my gran. I'm not afraid of heights, I'm not afraid of heights. He got a heart attack, I got scared to shit aids and given a real telling off. It didn't work, though.' Was I still do it at work and it's a great laugh.

STAFF WRITER PAUL RAND

I once snarled leaves at a squirrel who had stolen a nut. The squirrel then ran away and came up to me and gave me a massive armful of acorns saying 'you've never seen anything like it! I've been feeling guilty about it all week...'.



MANAGING EDITOR
JULIAN RICHARD

"There was a time when I really enjoyed playing in the school rugby teams, and sprayed loads of Ralph in his underpants and he was helping around in my shop for ages. It was a horrible thing to do, but bloody funny and he deserved it."



HE SAID HE'D BE BACK!

If it's an Arnie Invasion in CGV this month! Terminator 2 - Judgment Day lines up for EXCLUSIVE reviews on NES and in your lab four issue of GO!, Gama Boy! And if that's not enough, an update on the original Terminator game on Magadrive AND an EXCLUSIVE look at the same game on the Master System! Your liners must be bursting with the heat!

THE CVG QUESTIONNAIRE¹

Think CVG is lops? Want to see a bigger issue of GO? Don't sit in a dark corner and grumble to yourself - fill out our Isaac CVG Questionnaire and tell us what you want to see (and what you don't) in Britain's best names mag! Hurrah!

YOB'S MAILBAG 41

He's the man they can't gag and his girlfriend's a hag. Britain's answer to something very poor indeed and a warr-a letters end invites you to give him a gobtul ol slavari!

MEGADRIVE VS SUPER NES
THIS TIME IT'S WAR!

- THIS TIME IT'S WAR! 5

The Super NES is released in the UK this Spring! And you can bet your bottom dollar that Sega will be pushing forward the launch date for the Mega CD. To help light your way through the hype, CVG brings you a special four page pull-out as we put the two head-to-head - which one comes out top?

CHEAT MODE

CHEAT MODE He's the man in the known univers who wears shadas in the middle of winter. Mind you, they are cool Rey Ban's. He's Paul Rand, he's everyone's hero and he's ready with a bunch of supercool tips... just for you.

THE RETURN OF THE CVG CHALLENGE!

IT'S BACK! THE CVG CHALLENGE! It's back! The CVG Challenge returns due to popular demand, as ace Speedball 2 player Matthew Poni takes on the lads at his fave game - but the sneaky CVG trio have a trick up their sleeves!

THE OFFICIAL UK
HIGH SCORES CHART

Sultry Sadie perches her fruity frame at the helm of the good ship High Scores with Britain's only Official Highscores Chart - the most important reference point for the country's top gamers today! Have you got what it takes to make the grade? Check those scores and find out if you too can be a hero!

JAZZA'S ARCADE ACTION

BLOODY HELL! Jez Rignall bursts forth from the Southend arcades to bring news of Xaxex, Peng saqual Tumble Pop and news of the incredibliz Star Trek pinball table!

PREVIEWS

What's so cool we've got for you this week Empire Strikes Back on CD-ROM! Chuck Rock and Corporation on Megadrive! Loom on CD-ROM! And the brand new Indiana Jones adventure! There's so much here you'll till your pants - and probably somebody else's too!

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FISHING GAMES? THIS MONTH'S QUIZIE QUIZ WHADDYA E' MEMORY. WHO DOESN'T KNOW THE ANSWER TO LAST MONTH'S?

ED-FIRST

Welcome to another action-pecking, thrill stacking, gob smacking issue of Britain's greatest game mag! Inside these very pages you'll find all the latest and greatest games on your machine - and whatever you got for Christmass you can bat your booties over it here!

First off, check out the incredible review of G.O.D. nestled gently inside these lovely pages. Inside you'll find the world's first EVER review of the Incredibly Terminator 2, Robocop 2 Exclusive and so much other great stuff you won't believe your eyes! In fact it's stuffed with so much hand-held action it might just stunt your growth, so hold on with care...

If T2 on the Megadrive ain't enough, we've also scooped the goods on NES for the full Nintendo treatment. And it that still leaves you with any breath left, we've weighed in with Exclusive previews of the game on Megadrive and Master System. Wooh!

Once you've recovered from that, check out our Incredibly pull-out Mega CD v Super NES special and fab games including Monkey Island III, Spaceball II, 2020 Baseball...the list is almost endless!

So prepare yourself for some of the latest and greatest goodness in the world, and keep writing in with your comments, tips, hints, recipes, shopping lists, dear Island discs, cash, banknotes, draft, certified cheque, indecently large diamonds, crown jewels and anything else that might give us a laugh - 'cos that's what keeps us making mega as good as this! See ya next issue.

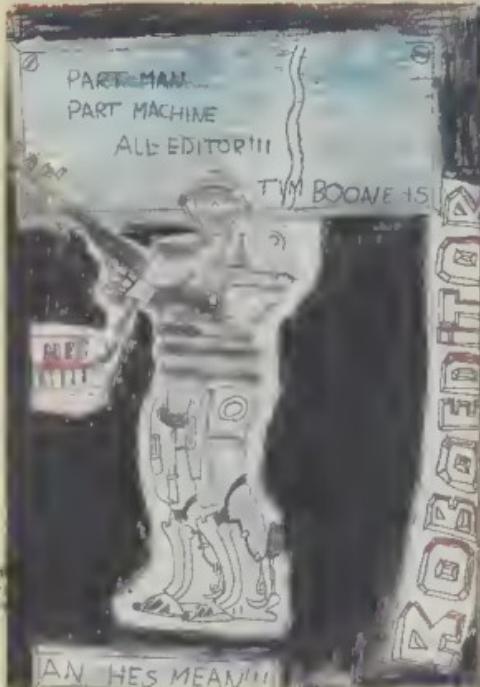
TIM



Is Rendy really this handsome? Jason Mortimore from Teignmouth, Devon, certainly thinks so!



Paul Kennedy from Birmingham's the badoacious dude behind this fabbo piccie!



Then
from
boT

WOT A SPAMMY GET!

By the time you read this, you truly should be rubbing shoulders with all sorts of famous people amidst the glitz and glamour of Las Vegas! I'm there to report on the CES Show, where zillions of great new games are unveiled to you from across the world! This is where all the big-time games publishers unleash their latest goodies on the world, and we'll be there for the in-depth reports!

So look out for next issue, which should be stuffed with more hot Exclusive games news than anyone can handle, together with a full report on some pretty exciting titles with those bloody fruit machines!

DRAW THE BOYS FOR FAME AND FORTUNE!

Wowza! We had a fab response to our Draw The Boys compo last month, in which we asked you to draw pictures of us just like those you find on CVG's review pages! For sad shamblers who missed it, we asked you to draw hilarious pictures of the CVG team and we're putting up a Megadrive for the very best of the lot and free software to whoever we think deserves it! So if you want the chance of winning, get that pencil in to: **THE BEST MAG EVER, CVG, PRIORY COURT, 39-32 FARRINGDON LANE, LONDON EC1R 3AU**. Meanwhile, here are a few we like the look of:



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LINES



F1 STRIKE FAULG II



PRINCE OF PERSIA

And when it comes to using all that storage capacity it has a fast 80286 chip running at 16 MHz so you'll be able to get through the business of the day with enough time left to play around.

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If golf isn't your game the Amstrad PC5286[®] Family Pack comes with two other great games. Together with fully featured keyboard, mouse, DOS 3.3 with user-friendly graphical interface and a joystick. Also included is Microsoft Works the outstanding integrated business software package.

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NEWS

SPECIAL REPORT

EXOREX

We reported on this game quite some time ago, but it's been through quite a few changes since then. The game is a networked four-player shoot 'em up featuring elements of strategy and sneaky cunning. The players drive (if that's the right word) huge dirt stomping Robots armed with missiles and lasers.

The object is very simple: find your opponents and blow them to oblivion! The computer is there to make things difficult for you though, sending out armed drones to hamper your progress. The action takes place in a large maze of skyscrapers, plenty of hiding places for you and your enemy. You can't leave the city though, 'cos a huge laser fence will vapourise you if you try it and the perimeter laser towers won't let you near it anyway. You can wander around at will, or call up a blueprinted map to help you find your way around. We've played early versions and the verdict is awesome. Look for a full review soon!



DACTYL NIGHTMARE

What's the scariest dinosaur you can think of? I'll tell you, it's the Pterodactyl! This fearsome creature ruled the skies millions of years ago until evolution came along and invented the sparrow. Dactyl Nightmare is one of the most effective uses of Virtual Reality ever. Up to four players can participate and the object of the game is simple: You simply run around a maze of platforms and kill your pals. The problem is, a huge Pterodactyl is swooping around, ever hungry and always looking for fresh meat!

The players can pick up exotic weapons to make the job of killing their mates easier, but the flying fiend is indestructible. This particular game uses overhead sensors to detect where you're standing and the illusion of reality is excellent. Of all the VR games, this one is easily the most fun and it should prove a big hit.



VIRTUAL REALITY!

It's Virtual Reality, it's fab and it's here! VR is the big news right now. The ability to immerse yourself totally in a computer generated world has caught on like wildfire, and Lelicester-based W Industries are about to take the arcade world by storm with a load of new VR treats - so here's FRANK O'CONNOR to tell you all about 'em...



CYBER QUEST

Cyber Quest is so hot that not a lot is known about it. We can tell you it's a three-dimensional RPG along the lines of TV's Knightmare show. Featuring wizards and warriors galore, this is your chance to become Conan the Barbarian or at least as close as you can get. It's expected in Spring 92, so it shouldn't be too long before we have some more information. Watch this space!



BEST KICKING PAGE

SOCCEr AT IT's BEST.

- Fast - Realistic
- Fun to Play



Nintendo®

Each player on the pitch is an individual with a unique combination of skills and physical attributes

Instinctive joystick controls to Pass, Dribble, Shoot, Head and Chip the ball or do a Sliding Tackle

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NEWS

TOP GEAR THRILLS 'N' SPILLS!

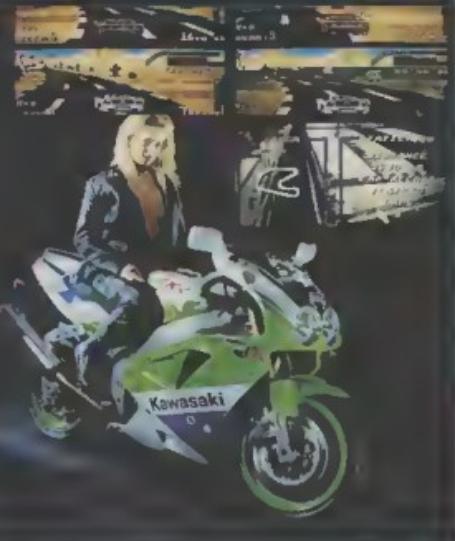
Here's some news on a game set to become one of the hottest racing titles ever seen on consoles - and that's saying something!

Top Gear (which may be released as Top Racer) has to rank as the hottest racing cart yet on the Super NES (Famicom), and one of the greatest head-to-head console carts ever.

When the Big Ed himself rushes into the office with a production cart, makes funny shapes with his face and gesticulates all over the place you know he's got something very good (or a dose of something very bad).

Top Gear puts you in the driving seat of some of the swankiest cars around at tracks across the world. Race against the computer or a mate for maximum laffe and esalci alther Auto or Manual gears depending on how good you are!

What really makes Top Gear stand out is the fact that it's being programmed by none other than Gremlin - the publishers behind the outrageously successful Lotus Turbo Esprit. You know it's got to be good!



Due for release by Kemco in Japan very soon, with Europe following later, this is definitely one to keep both eyes open for. Watch out for the full review the very microsecond it's ready to roll!

WORLD CUP '92!

No sooner has one World Cup finished, than another one gets ready to launch itself. The competition in question is the Cricket World Cup - which very exciting tournament has been signed up by Soundware International who are as we speak creating a game to match the pace of the fixture.

All the World Cup sides will be there to choose from - including South Africa who have just been allowed to come back to world cricket. Amiga-owning cricket fans could well be interested to know that *World Cup Cricket* is pencilled in for a January 12th release at a price of £29.99.



GAMESMASTER IS HERE!

After months of hard work, the computer and video games show Gamesmaster has finally hit our TV screens. The first programme was shown on January 7th and will run for another nine weeks.

If you missed the first show, don't worry - you only missed John Fashen playing Menchester United Europe as well as a whole host of CGV bods doing their "thang" on the box!

Future episodes will feature such big names as boxer Gary Mason, tennis girl Annabel Croft and snooker star Jimmy White. Each will be playing games based upon their own sports (hard to guess what Jimmy will be playing, eh?) either on their own or against members of the public.

It's the first time a real computer and video games telly show has been screened, but what do you think of it? Why not write to YOY and give him your thoughts!



TURKEYS OF PREY?

It's egg-on-yer-face time for Argonaut Software, the programming team fronted by Jaz San, who created the incredible Starglider II amongst other things. Their long-awaited super sim *Birds Of Prey* has arrived at last - and it's a bit of a sed cas to tell the truth.

Yea, there are the forty different planes featured as promised, but there are a few snags. The flight control panel is the same for each plane, for one. Very realistic, huh? Then there's the ground objects - or rather, the lack of them. A couple of hills and that's about it, really. But the most disappointing point is the outrageously slow update speed, making the game a chore instead of a joy to play.

Considering *Birds Of Prey* has been in production for around four years, it's not unfair to say that the finished article is a bit of a disappointment - so don't say you weren't warned.

STORM



SUPER CURVE

BIG RUN

"HIT THE ROAD!!!" "WHAT ROAD?"

Pinned to your seat, engine howling, wheels spitting gravel and the marathon begins - you're about to encounter the six toughest stages of the gruelling Paris to Dakar rally.

Your supercharged car may be built to be driven through hell and back, but to qualify for each stage you'll need every ounce of the driving skills you possess. No Sunday drivers or lunch breaks please - this one's strictly for the pro-rallying crew.

Screams from
Aerobic version.

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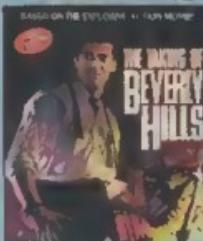
and considerably less fuel usage.
With intelligence as well as the most
exciting racing simulation Games X

is the kind of stuff we can expect from
SuperCurve. Let's hope it pours down
in London.

Available January 1992
Amiga £25.99 • Amstrad ST £25.99

NEWS

TAKE BEVERLY HILLS



Has anyone ever heard of a film called The Taking Of Beverly Hills? If you have (and, more importantly, if you enjoyed it) you'll be pleased to discover that there's soon to be a game based on the movie, courtesy of Accolade! Called The Taking Of Beverly Hills, the player will take the role of Boomer Hayes, footballing hero caught up in a web of intrigue, suspense and action!

Featuring digitised graphics and sound from the film, The Taking Of Beverly Hills includes over 120 different screens and multiple perspectives. It'll be initially released on the PC early this year at a price yet to be announced.



CUTE 'N' CUDDLY ATARI

Ahhh, aren't those Atari lot a load of old soffies. They linked up with a teeny mag to run a competition to design a T-shirt for the RSPCA. The design chosen by telly smart-piece Michaela Strachan and a Neighbours person was created by Elinor Jetteries from Chippenham, seen here wearing a shirt on which is printed her prize-winning piccy. Elinor's prize? An Atari 1040ST, with four numbers-up racing from an Alan Lynx.



WIN!

THIS FAB NEO GEO!



It's the biggest, the brightest, the loudest and the most expensive console there is! It's the Neo Geo and it could be yours for the princely sum of big fat hairy zilch! Are we mad or what? Do you buy your software from mail order through CVG? Well this could be your lucky day! You could walk off with a brand spanky new Neo Geo! All you have to do is buy your software from one of the mail order companies advertising in this month's CVG and GO! Once you've bought your stuff, register your entry for our great giveaway by recording your name, address and the name of the company you bought your stuff from, on the special Mail Order giveaway number:

0839 500 843

At the end of each month we'll pick one lucky peep out of the hat and, if the lucky blighter is a genuine customer, we'll give away the console that dreams are made on! It's as simple as that. So, put on your spacial telephone pentools and get dialling...

Special note: If you're under 18, make sure that the person who pays the bill has given you permission before you start dialling. Calls are charged at 36p per minute (off peak) and 48p per minute (peak rate).

Knightmare



"You are setting forth into another place, another time, another world," said Trugard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest when so many others have failed?"

I understood, at that moment, that our mission was going to take all our endurance, all our collective skill, and, most of all a depth of courage, that I wasn't sure we possessed.



BROADSWORD



FORMIDABLE PACK

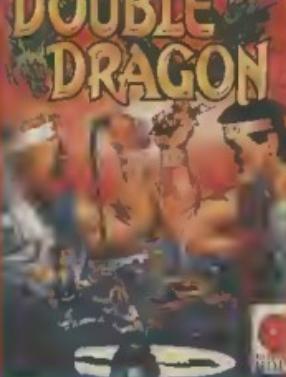
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WIN A MEGADRIVE!

It's the world's most popular 16-bit console - and that's official! The Sage Megadrive is one heck of a smart addition to your bedroom; win it by ringing that large number at the top of the page NOW!

WIN A GAME BOY!

The best-selling hand-held this Christmas could be filling a space in your trouser pockets if you're the lucky winner of this smart Hotline compo! But you'll get not a jot if you don't ring the number and answer those quezzies!



WIN A SUPER FAMICOM!

Why wait until Spring to get your digits on a smart 16-bit Nintendo, when you can ring the Hotline number and win one? It's fab and groovy and it'll only cost you the price of a call, so DO IT!



IF YOUR UNDER 18, MAKE SURE THE PERSON WHO PAYS THE PHONE BILL HAS GIVEN YOU PERMISSION BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 36p PER MINUTE (OFF PEAK) AND 48p PER MINUTE (PEAK RATE).

REVIEW

PC

£34.99

BY LUCASFILM/US GOLD

The Ghost Pirate LaChuck is dead - blown to bits by young adventurer Guybrush Threepwood. Now it's not every day you destroy a scourge of the seas, so naturally Guybrush is rather pleased with himself. The trouble is, nobody actually believes these wild claims of pirate extermination from Threepwood - how could a young 'un rid the world of one of its worst devils? Actually, the folks aren't that bothered. They've got other problems, the biggest being the inability to earn a dishonest living thanks to the fat LeChuck's right-hand man, Largo LaGranda, who has taken control of Scabb Island and is



charging an impossible pirate levy. But hey, getting rid of Largo should be no problem for a ghost pirate killer like Guybrush. However, that's just the start of this quest, a journey which will take him to many islands, where he will be ignored, abused, imprisoned and eventually confronted by LeChuck himself, brought back to life with Voodoo magic. How did it happen? What will Guybrush have to do to destroy LeChuck once and for all? And just what is The Big Whoop which Threepwood (and every avoronyma else he encounters) ultimately seeks?



The creepy
graveyard!



▲ Crumbs - it's La Chuck's birthday next!



▲ So what do I do with this lot then?



▲ Loads of useful stuff here!

Monkey Island

COSMETIC SURGERY

In-keeping with Lucasfilm's policy of making their games simpler to play, a number of cosmetic changes have been made to the sequel to the excellent *Secret Of Monkey Island*. Graphically, *Monkey Island 2* is more detailed and amusing, and the mouse-driven selection system has been streamlined to use only a handful of verbs. When the cursor is placed over an object, that object's name is shown on screen and the possible actions to do with that object are highlighted. On picking up objects in the game, a picture of, say, a pirate's hat (if that's what you have picked up) is shown, as opposed to just printing the text 'A pirate hat' - all little things which mean a lot in terms of *Monkey Island 2*'s ease of use.

Monkey Island 2 - LeChuck's Revenge



Underwater
lava shovel



↑
Guybrush
fireside
fun

MEET LOTS OF VERY INTERESTING PEOPLE

As with the original game, there are a variety of characters in Monkey Island 2 whom Guybrush can meet and interact with. Old faces such as the voodoo lady Mojo and Sian (who's switched trades from tool salesman to used coffin vendor) mingle with new ones including Captain Dread (so called because of his cool dreadlocks) and Governor Phatt, the bloated dictator of Phatt Island - most of the characters either own something which you need or know information vital to Threepwood's eventual defeat of LeChuck and discovery of The Big Whoop!

▼ Impressive, eh?



▼ Lost in the forest...



Fabi Acel Toppari Cuahtli Just a small selection of words which describe my view of Secret Of Monkey Island 2 - LeChuck's Revenge. The first Monkey Island game was great - maybe even better than Indiana Jones and The Last Crusade - but this, this soars way over its prequel in terms of quality and quantity. It really is a massive adventure, but at the same time totally absorbing. I managed to finish the first section in what I thought was perhaps an hour, but imagine my surprise when I glanced at my watch to find that three hours had passed and I'd missed my bus and the pub was shut - and imagine my disbelief when I told myself that I wasn't bothered because I'd enjoyed myself so much! Lucasfilm's new iMUSE music system is incredible and simply has to be witnessed to appreciate just what a difference it makes to the overall package - no pausing between tracks, no massive and immediate differences in styles between one piece of music and the next; the tunes just flow into each other and change with the mood of the game! Everything about Secret Of Monkey Island 2 - LeChuck's Revenge says Quality, so buy it!

PAUL RAND

SO WHAT THE HELL IS THIS iMUSE JOBBY?

Previous Lucasfilm adventures have been known for their stunning soundtracks. Now there's a new system in town to impress lovers of great game music even more! It's called iMUSE and it stands for Interactive MUsic and Sound Effects and what it basically means is that, instead of the normal process of a new musical score being played when a different location is visited, the soundtrack actually adjusts itself - without any breaks in between - to fit the mood of the players' actions and position. This new system adds an incredible amount of atmosphere to the game, for the first time the sound is an integral part of the action as opposed to just a nice extra.



REVIEW



What the hell am I doing eat here writing this when I should be playing Monkey LI? This game is so totally brill I've got to be seen to be believed. Only then will you be gobsmacked by the superb graphics, bowled over by the incredibile IMUSE sound system and rib-ticklingly totally by the hysterically funny humour of the game. Like the rest of the world I thought Monkey LI was the best game of last year. The aqua scoops its crown and adds a few diamonds for good measure, because it improves on every single aspect of an original which nobody thought could be beaten. Just like the original it's one tough mutie of an arcade adventure too, and you'll be scratching your head for quids a while before everything falls neatly into place and this weird and wonderful game is finally completed. Already Monkey LI has staked a claim to the best game of this year, and it's only just started! Hard to see anything similar topping this, so buy it NOW!

TIM BOONE



▲ Hello sailor...



Can you
go for
glory?

EASY OR HARD - YOU CHOOSE!

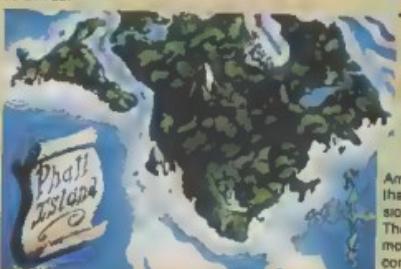
Because many people complain that Lucasfilm's graphic adventures are too difficult, the programmers have included two versions of the game! An easy version contains less puzzles but also fewer locations whilst the full game, for experienced players, has the lot! Whatever option you choose, here's a handy tip - seek out Mojo the voodoo lady as soon as possible, because she's got vital information which will help you on your quest (go down to the swamp)!

▼ Now THAT'S a map!



TRAVEL THE WORLD

Rid Scabb Island of Largo LaGrenda and Captain Dread will let you charter his boat. Unfortunately, the Cap'n only knows the way to three islands - Scabb itself, Phett Island - home of the treacherous Governor Phett - and Booty Island, paradise home of Governor Marley. Well a minute; didn't Guybrush have a girlfriend called Marley in the first Monkey Island game? And wasn't she a governor too? Worth checking out, if you ask us!



▲ Jeapser - it's the island!



▲ Plenty of surprises here!

UPDATE

Amiga and ST owners out there can expect conversions in the not-too-distant future. There are also vague rumours of CD masterkey on consoles - we'll keep you posted...

**PC
GRAPHICS
SOUNDS
PLAYABILITY
LASTABILITY**

OVERALL 96

95
96
96
94

Look out - he's back!

PAPERBOY

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighbourhoods and houses, faces more targets and obstacles, in more vivid colours than ever before. Plus, rad stunt riding and BMX tracks in bonus rounds. Choose to ride as either Paperboy or Papergirl too!



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MINDSCAPE

REVIEW

MASTER SYSTEM
£29.99

BY SEGA

Alien Storm
Why can't these alien types just leave our planet alone, eh? Coming down here, taking over our bodies and changing their shapes - aheah, the cheek of it! Who's going to put a stop to these mutant scum? A robot or a bloke who looks exactly like Elvis Presley, that's what! Kitted out with some mean weapons, one of these guys is all that stands between peace and world domination by outer-space creeps! So pick up that artillery and go kick some ass across sixteen stages which make up four missions. Collect energy along the way so that you don't get creamed, and above all remember - you're not on a picnic, you're on an alien massacre so give 'em hell, boyees!



Alien Storm may not be the greatest arcade game of all time, but it is a pretty good laugh even if it does have drawbacks in the playability stakes. So how does the Master System version measure up? Pretty well, actually, it has to be said that this is a very good conversion of the arcade original, but that simply doesn't make it a great game. Graphically it's as good as you could expect and sound is OK, but Alien Storm simply isn't the type of game you want to keep coming back to. It's great for a few goes in the arcades, but when it comes to splashing out notes for the cartridge you have to ask yourself how long you'll be playing that game - and there are plenty more games out there which will keep you playing much longer than this. Worthwhile if you're a big fan of the arcade game, otherwise I'd suggest a long hard look first.

TIM BOONE



KILL SOME ALIENS

Now and again you'll see folk running along the road. Watch them carefully, because usually they aren't all human! They're shape-changing space freaks who like nothing better than sneaking up on you and dusting your bums. What's the best way of dealing with these ugly critters? Blast them with your gun, of course!



UPDATE

If you can't find a conversion of Alien Storm on your machine, well, you must be a dibilitating mass of sadness because it's out on practically everything!

MASTER SYSTEM

GRAPHICS	81
SOUNDS	70
PLAYABILITY	74
LASTABILITY	68

OVERALL

71

FOOTBALL

John Madden

HAVE YOU GOT THE BALLS?

One of the great strengths of John Madden's is the sheer number of offensive and defensive plays available throughout the game. Choose from a huge list of possibilities, and if you're not happy with your choice when the teams reach the line of scrimmage, then flippin' well call and audible and change the plan to mess up your opponent!

You'll quickly learn which plays work best in which situations, and which need to be avoided like the plague. When you're runner keeps getting flattened before he can gain a yard you know you've got a wrong 'un!



REVIEW

AMIGA £25.99

BY ELECTRONIC ARTS

I'm going to be the most spectacular spectator sport in the world! There's nothing quite like it, and America loves it that way. It's American football, and this is the computer game! If you're the sad shambling wreck of a loser who doesn't know already, John Madden's was the game which took the Magadrive world by storm as the best ever implementation of the great game. Battle against the computer or a mate for supremacy on the field - with big bucks for the winner and a long and lonely ride home for the runner-up. So how do the Famicom and Amiga conversions of the great John Madden's measure up? Read on and flippin' well find out!

BUST YOUR BALLS!

John Madden's features three basic play options. Pre-season for practice and fine tuning of skills, regular season and playoffs for the big boys. Plenty of practice is highly recommended, 'cos you can bet your bottom dollar the computer knows his stuff and will bust your butt if you don't know what you're doing!



After the sprawling Super NES conversion, hopes were not high for Madden's on the Amiga, but we couldn't have been more wrong. What we have here is a spot on copy of the Magadrive version, with a few more control options and no other differences.

The game itself is great fun, a finely balanced mix of strategic decision making and great two player arcade action. Graphically, Madden's is a top treat, it uses exactly the same scrolling techniques as the Megadrive version and it looks slick and groovy. The music is a little different, but it's just as good as the original. All of the speech has been retained and the overall effect is stunning. This game features some of the best presentation I've seen on any machine. It all hangs together so well. This is the best American Football sim on the Amiga and probably the best sports game ever. If you don't buy this then you obviously already have it on the Megadrive, either that, or you're a shambling waste of life.

FRANK O'CONNOR

MY BALLS ARE BIGGER THAN YOURS

The major graphical feature of John Madden's is the 3D viewpoint of the game, a sort of above-and-behind-the-play view which works extremely well to show off all the action. There's also a fab action replay option which allows you to relive those moments of glory in sad slow-mo so you can gloat over your victories and then fast-forward over the cock-ups!



A QUICK WORD FROM OUR SPONSOR

"Football is a game of one-on-one matchups. Real guys going at it. Win the matchups, win the game. That's what my game is all about." - John Madden

"Football is a game of serious beer drinking round the tally and a good ogle at the cheerleaders when those blokes don't get in the way." - Jon Billington

"It's not even bloody football." - Paul Rand

GREAT BALLS OF FIRE

Magedriva owners will need no introduction to Madden's. CGW went crazy when we first grabbed the game and the fever hasn't let go since. Now the fab JM2 is here on Megadrive, taking an original which nobody thought could be topped and actually improving it - hurrah!



AMIGA	90
GRAPHICS	91
SOUNDS	94
PLAYABILITY	93
LASTABILITY	93
OVERALL	93

REVIEW

NEO GEO

£110

BY SNK

2020 AD



STRIKE THREE! YOU'RE OUT! It's thrillin', it's chillin', it's 2020 Baseball and it's brill! That's right folks, the year is 2020 and the game has moved to great new heights. Now human teams can take on robot opponents, and there are big, big bucks for the winners. Select your best pitchers and hitters and set them against the ultimate you! Your opponent can offer... shall those bases and go for those big Home Runs. There's cash by the buckelload for the winner, while nobody's got the time of day for sad shambler teams who can't grind their opponents into the ground! Go get 'em, champ!



So why are Baseball games so brilliant on the Neo? I thought Baseball stars was the best, and here's another which actually tops it in many respects! Super-slick gameplay combines with superb graphics and sound to plonk you slap bang in the centre of some of the toughest baseball around - and the computer sure as hell likes no prisoners! The well designed and finely tweaked action ensures there's always plenty going on, and when you become bored with playing one team you can always switch for another to put a completely different perspective on the game! I never really found baseball too much fun as a spectator sport, but it's perfect for computer gaming - especially in two player mode where tempers can really fray! This cert comeee highly recommended to sports freaks and friction fans everywhere...

▼ Oh no, first strike and you're out!



▼ The pitcher winds up for a massive strike!



COOL COMPUTER CRAZINESS

2020 Baseball features two play modes - One Player League and Two Player. In One Player mode you have to take on the computer, and he's one hot boyo when it comes to strutting his stuff on the field! The computer knows all the tricks of the trade, and his ace in the hole is an uncanny knack of knowing just when to steal bases so his runner gets there just in time. Sometimes he'll get it wrong, and it's great fun to watch his runner scramble back to safety having made a bad call!

SELECT LEAGUE



▲ Choose your team

▲ Darn! Thrown to the wrong base!



▲ Oh dear! Hit by a pitch!

MANIC MINE MAYHEM

As if you haven't got enough to worry about, 2020 Baseball has one ace up its sleeve you won't find anywhere on today's pley field - mines!

That's right folks, as the game progresses the computer plants more and more mines on the field - and if any player touches them it's goodnight sweat princel



BIG MONEY MALARKEY!

2020 Baseball features loads of opportunities to make some serious cash! A particularly impressive play will be rewarded with splosh cash prizes ('cos the sponsors are a generous lot) and you can use the cash to upgrade the strengths and talent of your players!

At any time you can call a Time Out and use the cash you've accumulated to buy a veritable goody bag of improvements for the sad shamblers on your team. Lash out ten grand on your best hitter and watch him swat the ball to the back of the stadium!

THANKS...

...to Konami Concepts (0782 712759) for the cartridge used in this review

REVIEW



2020 SUPER BASEBALL

▼ Ooh! I feel good about this one!



▲ This field is easy...no land mines!

FIELDING FUN 'N' FROLICS

Most Baseball computer games feature super thickie fielders who couldn't catch a cold, let alone the ball! Not so with 2020 - 'cos these boys really know what they're doing! If the hinter slams the ball high, they'll try and position themselves under neath it to catch him out. Once in position they'll raise their hands to let you know they've got the sucker, but occasionally they can't quite make it - and it's up to you to waggle that joystick to make sure they get there in time!



Baseball has become a tad too boring for the twisted sports audiences of the future. What's required is a more violent version of the sport - and 2020 Baseball is just that! Baseball itself is great fun and this version adds to the glory. The addition of violence, tandem mines and superb graphics enhance the theme no end. Even for the mighty Neo Geo, the presentation is astonishing. The animation is slick, the music is brilliant and sampled voices scream and shout throughout. Gameplay-wise, Super Baseball is a laugh - the batting is a lot easier than in other games of this type and it all hangs together brilliantly. As a one player game, it'll be months before you play in the final, but the real fun is in two player mode. Against a friend, things get really frantic and massively addictive. Easily the best sports game available on the Neo Geo and if you've got one, it's an essential purchase!

FRANK O'CONNOR

BASEBALL IS BRILL!



▼ Thanks to Alex Baerdshaw from Sheffield for the pix!

Some people say Baseball is the best game ever, others say it's the crappiest sport ever invented. Actually we reckon it's the tops, and here's a quick lowdown of the CGV crew's least favourite games'

Tim Boone: 'Beach Volley is skid central for me 'cos I haven't got a crew cut, a sun tan or silly skimpy trunks toponce about and show off in.'

Frank O'Connor: 'I think cricket is crap because I'm a bit of a thickie and don't understand the rules. The balls bloody hard 'n' all.'

Jon Billington: 'Curling is top of the craps for me because you have to run in front of the puck with that stupid brush and it reminds me of housework.'

Paul Rand: 'I can't stand badminton, 'cos girls often play it better than blokes do and that stupid little racquet isn't worth a light.'

NEO GEO

GRAPHICS	91
SOUNDS	87
PLAYABILITY	89
LASTABILITY	89
OVERALL	90

**SO WHEN DO
THE SUPER
WILL BE**

D YOU RECKON
R NINTENDO
E HERE?



SPECIAL PREVIEW



When it comes to hot games, we don't much about - CGV scoops the world yet again for avary single console variation of Terminator and T2! Yes indeed, on these very pages you'll find T2 reviewed on NES and Gamaboy and Terminator previewed on all the Sega systems! So without further ado, here's PAUL RAND to tell you all about Terminator on Megadrive and Master System! Take it away that man...

With the completion of Megadrive Terminator only weeks away, we decided to loddle off down Croydon way to pay a second visit to Probe, the development house programming the game, to check out the progress of what is shaping up to be one of the hottest licences avar to hit the Megadrive and Master System. One of the most striking aspects of Terminator is the visuals which will bring Raazz and the T-800 to life on your 16-bit Sega. But how were they created?

WHAT'S WRONG WITH THIS PICTURE?



Using a similar technique to that used to create the awesome animations in Prince Of Persia, video recordings were made of actors performing the moves of the characters in the game. The 'actors', in actual fact, were programmer David Perry, whose previous works include the Wally Week series of arcade adventures on the Spectrum, and producer Neil Young, who also handled the computer conversions of Smash TV.



These recordings were then digitised in black and white onto the Amiga end; using Deluxe Paint, the characters were separated from the backgrounds. The characters themselves were then pasted from each other end shrunk to fit. After cleaning up any rough edges, colour was added to the sprites and voilà! All ready to dump onto a Megadrive cartridge!



A Sample screen!

SPECIAL PREVIEW

▲ Danger in the future gameplex!

▼ Where is everyone?

COME WITH ME IF YOU WANNA LIVE

In the future, Earth is in the grip of the machines. Run by Skynet, the supercomputer which ended three billion lives in a nuclear holocaust on August 29th, 1997. To eliminate the remaining pockets of human existence, Skynet created an army of lethal killing machines. The Cyberdyne Systems Series 800 Model 101 - The Terminators. A virtually indestructible, hyper alloy combat chassis covered by living human tissue, the Terminator's role is to infiltrate rebel organisations and obliterate them.

The rebels, led by John Connor, had smushed Skynet's defence grid - they had won. Or had they? Skynet managed to send a Terminator through time to the year 1984. Its mission: to terminate Sarah Connor, mother of John, who was yet to be born. If Sarah was dead, the birth of Skynet's enemy could not happen and the machines would be victorious. But the rebels also sent an agent through the Time Displacement equipment. The agent was Kyle Reese.



DON'T MAKE ME BUST YOU UP MAN!

Things have changed since we first looked at Terminator, most notably on the graphics side. Remember the screenshots we showed you of the first level T-800s? Well, from being rather bland, blue figures they've now become strapping, seven-foot killing machines with enormous blast rifles - a daunting sight, as you can witness here. Not only that, but Arnie himself has been altered! Well, the sprite has, at least. Now he's a huge, muscled bag of enormousness who pops up at various points throughout the game, sporting his Uzi 9mm and creating all sorts of havoc for poor Reese.

▲ Dashing through the streets of LA

I MAY CLOSE EARLY TODAY...

The game is played along the same lines as that on the 16-bit machine, and there are the same amount of levels to plough through. But, because the Master System can only call up one half of a level at a time, it's as if there are twice as many stages available to 8-bit freaks!



▲ Eat lead Arnie!

HEY BUDDY, YOU GOT A DEAD CAT IN THERE?

Okay, so you're a Master System owner who's feeling very peevved because your Megadrive mates are soon to get their hands on a Terminator game. What do you do? Go up to them and scream 'AAAAAAHHHHH!!' 'cos The Terminator is being converted to your machine too! Even as you read this, Probe are putting the finishing touches to the game on the little Sega - and, as you can see from the pre-production screens shown here, the graphics are amazingly close representations of the Megadrive's piccies!



▲ There's a storm coming...

YOU SEE THIS SCAR HERE?

What hasn't changed is the intro, an amazing replica of the movie's opening credits, and the unbelievable soundtracks, including an almost exact copy of the Terminator theme tune. Further gameplay tweaks are being made and, the second the finished cartridge reaches us, we'll bring you the definitive review on this scorching license!

HEY - YOU CAN'T DO THAT...

At the time of writing, it hasn't been decided whether the launch of The Terminator on Megadrive will coincide with its release on the Genesis in the States. If it isn't, though, that's another reason for Master System owners to chuckle with glee - because their version will hit the streets in Easter! We shall bring you the full review just as soon as the game is fully complete. You'd be a regglo loony to miss it!

SPECIAL PREVIEW



Here we go again! Not content with an Exclusive review of T2 on the Gameboy (see GO! for that!) we've flippin' well gone and scooped the NES version as well! Just like its Gameboy brother, the game comes from Activision - so here we go with all the stuff you need to know...



Well I did enjoy playing T2 on the NES. It's nothing new or innovative - in fact, it's for the most part just a fairly straightforward platform shoot/best-em-up - but reasonably enjoyable nonetheless. Graphically the game is reminiscent of Star Wars, which is also reviewed this issue, with some very high quality sprites and excellent animation throughout. I was also pleasantly surprised by the sound, which includes some great tunes but, sadly, no version of the T2 title track. While the best-em-up fare becomes a tad repetitive, you find yourself wanting to get a bit further with each game, which is no bad thing. Don't expect whistles and bells from T2 because you could be disappointed to find that that's not what is on offer. Just approach it as a no-nonsense, slightly inaccurate (Arnold wee in the nude at the start of the film, but he's fully clothed in the game) movie tie-in and you'll get a fair amount of pleasure from it.

PAUL RAND

T2 - THE LEGEND CONTINUES...

The first Terminator was gone. Crushed in a hydraulic press in an automated factory. But that was only one unit from a production line of hundreds of thousands. Skynet knew, however, that if it sent another 800 series through time, it was probable that it too would fail to destroy Sarah Connor. A new plan was devised. Skynet sent through a prototype cyborg - the T-1000. Made of liquid metal, it was capable of changing its shape to disguise its identity and fit in with its surroundings. This time the target was John himself, at ten years of age. But the rebels again learnt of the plan and, reprogramming a stolen T-800 with orders to protect young Connor, put it through the Time Displacement machine. It was just a matter of which one reached John first...



TERMINATOR: JUDGMENT DAY

MISSION PARAMETERS

Controlling Arnie, the player will visit five stages based on scenes from the T2 - Judgment Day movie. Starting in the Truck Stop, the T-800 moves on to a forced 3D perspective motorbike race to find John, while avoiding the juggernaut-driving T-1000. The action then moves to the Pescadero Mental Institution from where Sarah Connor must be rescued, before trotting off to find the CPU and arm taken from the first Terminator in the Cyberdyne building. Get past here and the final confrontation between the two Terminators awaits.

YOU'RE NOT A TERMINATOR ANYMORE



In the film, John Connor orders the Terminator not to kill anyone. This is replicated in the game in as much that it, after receiving a weapon, the player shoots a human in the chest; they die and he loses energy. To keep his power up, he must crouch down and shoot them in the legs, disabling but not destroying them.

Watch out, the hospital staff are armed!



NES

GRAPHICS	89
SOUNDS	88
PLAYABILITY	87
LASTABILITY	79
OVERALL	84

UPDATE

Schwarzenegger fans can get T2 on the Amiga, ST and PC end all the 6-bit machines, courtesy of Ocean. But it's a totally different type of game and, to be honest, not very good.

POPULOUS II

A PAIR OF POPULI

There are two ways to play Populous II. In the Conquest game the aim is to take over a series of progressively more demanding worlds. Custom mode, on the other hand, lets the player compete in a random game using a variety of powers to suit the budding god.



MAGNETIC ATTRACTION

As in the prequel Populous II features the good and evil Papa Magnets. They come in very handy when you want to trash a baddy's site - and they're easy to use - so position the magnet somewhere around your enemies' bases then influence your followers to get it via ox. They will do it that beating up the nasties as they go!



Oh my god! Actually, there are a few gods in Populous II, the sequel to one of the most successful Amiga games ever. What Bullfrog have done is took the basic nuggets of the original and bolted untold amounts of extras on, making one helluva powerful piece of software. Really, this is something special. One look at the much improved graphics with far bigger characters doing their own thing tells you that this is going to be a bit of a cracker and indeed, it is. I like the thought of the workings of the game being altered by the different leavers which you select for your deity, and with 1000 worlds to conquer this isn't a game which you're going to finish in a fortnight - you'd have to be a bloody good god to finish it within a year! A resounding "Hurray!" is what's called for here, because Populous II could have been just a rip-off of the original but instead it's a brilliant god-sim in its own right.

PAUL RAND

AMIGA

BY ELECTRONIC ARTS

£25.99

Gods are funny old things. Take Zeus, for example, dashing around the world, getting up to all sorts with the mortal girls. That's where you came from. A half-breed (part human, part god) you demand your place with the other gods atop Mount Olympus, but Zeus isn't going to just open the door to you. Populous II follows on from the original hit game, with you taking on the ominous task of banishing 32 other immortals across 1000 worlds. After creating your own persona, launch your deity-destroying career and beat up those baddies using your divine skills. And a bit of brute force, of course.



CHOOSE YOUR LOOKS

Most games which allow you to create the looks of your character only give this option for purely cosmetic reasons, but in Populous II they have a direct effect on the way the game is played. Say, for instance, you select a scholar's hat - that makes you a thoughtful battle-planner. But plump for wild eyes and you'll be a mad, bed-killing machine.



UPDATE

If Populous II doesn't hit every popular computer and console around then there's something seriously wrong with the world - so expect to see it soon!

GRAPHICS

91

SOUNDS

89

PLAYABILITY

94

LASTABILITY

96

OVERALL

93

REVIEW

PC ENGINE £35.00

BY KONAMI

OK, no messin' about - it's time to kick ass. Those ellen scumbags are up to their old tricks again and now there's just one thing for it: they've got to be blown away! Basically they're giving everyone all sorts of lip by being generally unruly, so it's high time they were sent screaming back to wherever the hell they came from. So belt up inside your best blasting ship and prepare for the ultimate showdown with some of the meanest muthas this side of the CVG Playgroup at closing time...

PICK UPS

Gradius was one of the first games to feature pick-up weapons and the now obligatory multiples. It's a straightforward horizontal scroll, but the use of credit pods to buy weapons

gives it a novel twist.

The craft you fly is a sleek spaceship, initially kitted out with a sad machine gun.

This pathetic weapon can be upgraded with the addition of lasers, double fire, air to ground missiles and a shield.

The multiples are a useful addition to the ship. These glowing pods follow your craft and fire anything you happen to be armed with, effectively meaning you can quadruple your firepower! The object of the game is simple: fly along, avoid bullets and destroy baddies - just like the way we like 'em!

THANKS to Console
Concepts (0782 712759) for
the review cartridge



Kill! Maim! Destroy! At last, Gradius (*Nemesis*) is released on the PC Engine and it's the best home conversion yet! The simple nature of the game hides a hideously addictive blaster, with some of the smartest graphics you'll ever see on the Engine. The best thing about Gradius was the choice of weapons and they're all here (unlike the add NES version with only two multiples). There's also the added treat of an extra level, not seen in the original coin-op. Graphics are among the best ever on the Engine, faithfully reproducing the arcade original - the only real difference is the slight vertical scroll as you reach the top or bottom of the screen in exactly the same way as R-Type did on the Engine. Music is superb, with faithful renditions of all the arcade themes. This game is spot-on: it has everything just right, the speed, the playability, the difficulty. If you have a PC Engine, you need this more than oxygen...

FRANK O'CONNOR



▲ Get money. Just look at
all the weapons you
can buy. You can
choose between
arc-lasers, power orbits,



WEAPONS GALORE

At the bottom of the play screen, you'll see a line of icons. Collecting a glowing pod will highlight the first - the speed-up. Pressing the second button on the joystick selects this option and speeds up your craft. If you collect another pod without choosing speed-up, the next icon is highlighted. This is how you choose your weapons. It sounds easy, but the heat of battle it can be hard to keep an eye on the icons. This whole idea gives the game a subtle element of strategy, the question you ask at the start of each level is, Double or Laser? Don't get it wrong!



BIG BLASTS FOR YOUR BUCKS

Included in the Gradius box is an advert for other topper new Konami PC Engine games. These are Salamander and Parodius - both are sequels to Gradius. Salamander is the famous one. It's a direct follow up to Gradius and is very similar to the first game. Parodius, however, is a bit unusual! It is a sequel, but it's basically a parody of Gradius.

REVIEW

Can
with Gradius
so grab it!



END OF LEVEL LARKS

Every level ends in roughly the same way - a dangerous challenge to overcome, followed by a large and gruesome guardian. On the first stage you have to destroy or avoid lava chunks as they explode from twin volcanoes, while the second sees you dodging hundreds of homing mines. The third is a rerun of the first, but with the added horror of space fiends launching off missiles! It might be wise at these points to think about which weapon is best suited for each challenge. The guardian is the same each time, a big spaceship which moves up and down, firing large plasma beams at you. It seems quite simple but that damned critter can be a bit swift at times!



Gradius ranks as one of the all-time great arcade blasters, and this must rate as one of the best conversions ever! Absolutely everything from the coin-op is there, right down to those whiffy weapons icons you can't read in the heat of battle! Once again the Engine sits quietly on the table and pumps out arcade-quality graphics and sound: and it's only on 8-bit machine! Initially fairly easy, the game toughens up from level 2 onwards - and from that moment you're well and truly hooked. Playing Gradius on the Engine is a bit like stepping back in time: you'll think you've ended up back at Uncle Scruff's Seafront Emporium and go searching for the coin slot. In fact that's my only gripe about the game, Gradius is a tad dated and arcade fans will know it backwards already. Nevertheless this is top class blasting action, so grab it and agree!

TIM BOONE



TM



PC ENGINE

GRAPHICS	91
SOUNDS	92
PLAYABILITY	91
LASTABILITY	93

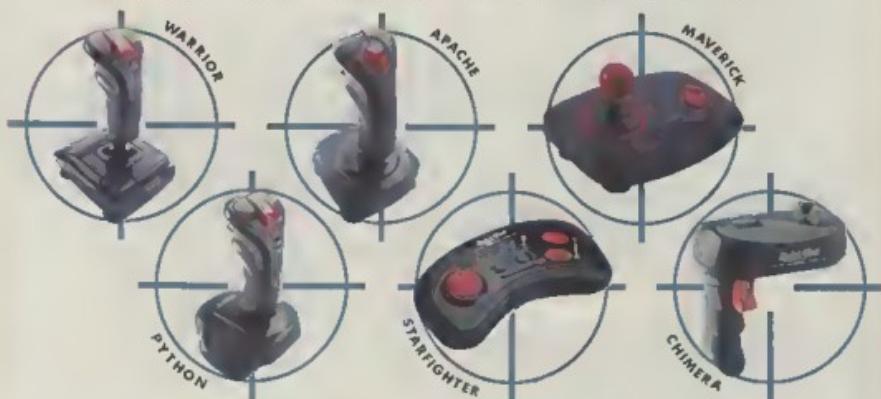
OVERALL 92

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YOU THINK AND
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Here it is: your chance to help keep CVG the best gamez mag in the universe AND extend the chance of winning fame and fortune for yourself! We want to know what YOU think of CVG and the free GOF you'll find tucked inside this issue. It's your big chance to tell us exactly what's good and bad about both mags, and we've got an incredible ONE THOUSAND POUNDS of software to give away! Yep, we'll send £200 worth of free software to the first five completed questionnaires pulled out of the hat, and then print the names and addresses of the first 100 readers in these very pages! Yahoo! So what are you waiting for? Just fill in the form, carefully remove this page from the magazine, pop it into an envelope and send it off to: CVG QUESTIONNAIRE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Closing date is FEBRUARY 30, after which we'll sort all of them out and decide the winners. Go for it!

SECTION 1: ABOUT YOU

NAME:

ADDRESS:

POST CODE:

MALE FEMALE

HOW OLD ARE YOU?

- UNDER 10
- 10-12
- 13-15
- 16-18
- 19-21
- 22-25
- over 25

ARE YOU:

- AT SCHOOL
- COLLEGE
- UNIVERSITY
- PART-TIME WORK
- FULL-TIME WORK
- UNEMPLOYED

WHICH MACHINE DO YOU OWN?

- AMIGA
- MEGADRIVE
- NES
- PC
- ST
- SUPER NES (FAMICOM)
- MASTER SYSTEM
- PC ENGINE
- GAMEBOY
- GAME GEAR
- LYNX
- SOMETHING ELSE, NAMELY:

WHICH OF YOUR MACHINES IS LESS THAN SIX MONTHS OLD?

WHICH MACHINES DO YOU INTEND TO BUY IN THE NEXT SIX MONTHS?

WHICH GAMES DO YOU LIKE?

- ARCADE CONVERSIONS
- SHOOT-EM-UPS
- PLATFORM GAMES
- PUZZLE GAMES
- FILM/CELEBRITY TIE-INS
- ROLE PLAYING GAMES
- ARCADE ADVENTURES
- 3D ADVENTURES
- FLIGHT/BATTLE SIMULATORS
- TEXT ADVENTURES
- SOMETHING ELSE, NAMELY:

HOW MANY GAMES DO YOU BUY PER MONTH?

- ONE
- TWO
- THREE
- FOUR
- FIVE
- MORE THAN FIVE

HOW MUCH MONEY DO YOU SPEND ON COMPUTER GAMES EVERY MONTH?

- LESS THAN £10
- £10-20
- £20-30
- £30-40
- £40-50
- £50+

SECTION 2: ABOUT CVG

WHICH OTHER MAGAZINES DO YOU BUY?

- MEAN MACHINES
 - ACE
 - GAMES X
 - SEGA FORCE
 - SEGA PRO
 - SEGA POWER
 - TOTAL
 - CLUB NINTENDO
 - GAME ZONE
 - ZERO
 - SOMETHING ELSE, NAMELY:
-

WHICH MAGAZINE IS YOUR FAVE AND WHAT'S THE BEST BIT IN IT?

IF YOU BUY ANY OF THE ABOVE, WHICH IS YOUR FIRST CHOICE (BE HONEST!)

- CVG
 - ANOTHER MAG, NAMELY:
-

**PLEASE MARK THE FOLLOWING SECTIONS OF THE MAG FROM 1 TO 10
(10 = BRILLIANT, 1 = TOTAL CRAP)**

- COVERS
CONTENTS
EO FIRST
NEWS
REVIEWS
PREVIEWS
YOB'S MAILBAG
CHEAT MODE
HIGH SCORES
CHARTS
COMPETITIONS
ARCADE ACTION
NEXT MONTH

DO YOU AGREE WITH CVG RATINGS

- NEVER
- SOMETIMES
- GENERALLY
- ALL THE TIME

HOW WOULD YOU LIKE TO SEE US IMPROVE THE MAG?

IS THE PRICE OF CVG (BE HONEST!)

- TOO HIGH
- TOO LOW
- JUST RIGHT

IF CVG WAS EVEN BIGGER, HOW MUCH WOULD YOU PAY FOR IT?

- £1.50
- £1.60
- £1.75
- £2.00

SECTION 3: ABOUT GO!

IF YOU OWN A HAND-HELD, WHEN DID YOU GET IT?

- BEFORE CHRISTMAS
- AFTER CHRISTMAS

HOW MANY HAND-HELD GAMES DO YOU EXPECT TO BUY A MONTH

- ONE
- TWO
- THREE
- FOUR
- FIVE
- MORE THAN FIVE

WHAT DO YOU THINK OF GO?

- GREAT
- OK
- CRAP

WOULD YOU PAY MONEY FOR GO?

- YES
- NO

IF YES, HOW MUCH WOULD YOU PAY FOR A FULL-SIZE GO! MAG?

- £2.00
- £1.75
- £1.50
- £1.25
- £1.00
- LESS THAN £1.00

WHAT'S GOOD ABOUT GO?/

WHAT'S BAD ABOUT GO?/

FINAL COMMENTS ON CVG AND GO!:

That's it! Thanks for taking part in this Questionnaire, don't forget to send it in and watch this space to find out whether you've won a software prize or a mention in the mag!

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SILVER



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Can you make Manchester United to a Standard League Champion, FA Cup & UEFA Cup?

YOUR
MANAGER
IS
HERE!

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GOLD

One

91%

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As winning, the expectations of your boxers are high, you will need to utilize all your negotiating skills in this event winning situations to secure team opter rated boxers, which will increase the world ranking of your fighters on the road to becoming champion of the world.

There is a lot more I could go into. I could explain all the subtleties of my game. Discovering all the little complexities is part of the fun, and trying to master the game is the best. But don't worry, you never will. An impressive product.

Commodore User Amiga Rated 90%

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ARCADE HITS

I'M ROBO, WHO THE
HELL ARE YOU?!!
I'M ROBO, WHO THE
HELL ARE YOU?!!

Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specification.

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well? ahoy!

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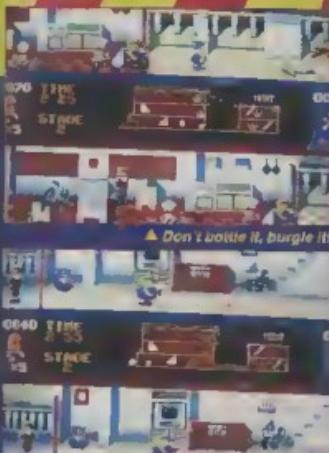
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well? what are you waiting for?

REVIEW

AMIGA**£25**

BY US GOLD



DEAD HEAT IN THE ZEPPELIN RACE

Robo and Mobo have a rather novel escape method! They always get away quickly and mysteriously and nobody seems to know why. Well, the secret is out. After each burglary, a dirty great Zeppelin swoops from the sky and rescues the criminal buddies. You'd think that a giant purple sausage would distract more than a little attention from the local constabulary. Nope. These boys are top flight burglarists and no mistake!

◀ Sometimes you
can be a silly
burglar

Inside the
airship - it's
▼ the Bros!

They fly, they spy, they dash defy! It's the Bonanza Bros! Sage's answer to Raffles and Hudsion Hawk, these guys are apparently the world's top cat-burglars! They have a rather different job this time round: instead of robbing houses for the money, a super rich corporation has hired them to test their security. Being the world's foremost experts on robbing houses, they seem like the logical choice. Robo and Mobo (bizarre names) have to check lots of buildings. To do this they must break in, avoid the security staff and pinch several objects on a list. Once done, Robo and Mobo have to reach the rooftop to be airlifted to safety! Then it's off to another building for a bit more light-fingered tomfoolery...



BIG BLAG BRILLIANCE

Bonanza Bros is a horizontal scroller which allows you to wander the buildings at will, armed with a rather slow and rather sad gun which stuns the security guards and other building staff. Once you've picked up an object, you sling it in a bag over your shoulder and look for the rest. Once you have all the objects on the list (different for each building) you make your way to the rooftop, avoiding guards. Then it's off to another building for more of the same. Hurrah!

Bonanza Bros

Burgle those
goodies and
head for the stairs!

Anyone who remembers Bonanza Bros from the arcades will recall the weirdo graphics and bizarre sound effects. Well, the good news is that both of these have been faithfully replicated on the Amiga version. The only thing missing is the control method. The arcade used two fire buttons to control the characters-one for jumping and one for firing. This method is lost on the computer versions and to jump you have to use a combination of up on the joystick and fire. The game itself can be a right old laugh: the buildings often get maze-like and the bad guys can be a real handful. The intro sequences are smart and the graphics throughout are attractive, even if they are weird! Nasty tuns and extremely funny sampled speech add to the proceedings and you'll have many a chuckle over this. It all boils down to whether or not you enjoyed the arcade game, and if you did then this is the game for you!



DOOR SLAMMIN' FUN!

As you progress through the game, you'll find that the gun is a bit limited. It can't fire through doors and this is generally where the guards hide. Fortunately, if you wait until they get close to the door you can throw the door open and smack them in the teeth with it! You can also hide in alcoves and wait until the guards go away. The only really safe point in the game though, is on the stairs. The baddies have a strange inability to climb, which is a bit of a godsend really!

UPDATE

Expect to see the Bonanza Bros doing their thang on ST and 8-bit machines right about now. Hurrah!

AMIGA

GRAPHICS	80
SOUNDS	81
PLAYABILITY	84
LASTABILITY	83
OVERALL	82

FRANK O'CONNOR



FANTASIA

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Starfire

Wrestle War

Zend Wing

Super League

Golden Axe

Gymnog

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competition. Mind
blowing graphics and
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FOR A MAGICAL WORLD OF FUN & GAMES **FANTASIA**

GLUURGHRGHHHH! What a sed shambling travesty of decent letter writers you lot are! Honestly, my pet tarentula Fang could do better with a hangover! You lot are about as intelligent as a Bullseye audience member, so try and impress me with your wit and wisdom et: YOB'S TUMMY TICKLINGLY FUNNY MAILBAG, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There's a etonkellclosely huge £100 for the best of the bunch, so get scribbling!



YOB'S MAILBAG

I'M A POET AND I'M CRAP

Dear Yob,

I have something to say,
It's better to respect Yob than to be blown away,
So below is the piece of prose I chose

Mr Yob is good at his job.
His insults will make you sob.
So you'd better watch 'Bob'
He eats corn on the cob and hob nobbs
For drink he has Yop,
If you won't be intelligent than shut your gob.
in your face Yob will lob,
Or the 100 quid he will rob,
Because only the best will gal that bob,
Being famous means he has a mob,
At Super Tennis you can't beat his lob,
Admittedly he's a bit of a sod,
Accept it though, Yob is the Boz.

SA Butt
Mitschen, Surrey

YOB: Butt by name and Butt by nature.
What a stupid nomenclature.
You can't write and you can't spell,
And frankly Butt your letter amelia.
If you want to be a poet,
Take your brain and try to grow it.
Although I like my good points charted,
You should take them all for granted,
I am great and you are crap,
That's all you need to know you sap.

WHAT'S A
NOMENCLATURE?



PC PROBLEMS!

Dear YOB,

I own an IBM PC and I've got some good games like Prince of Persia and Grand Prix Circuit, but are us ordinary computer owners ever going to get a glimpse of Super Mario Bros, other than on the NES? After playing Super Mario Bros on my friend's NES, I have turned into a bit of a Mario fan. Please tell me if I can get a copy of SMB 1, 2 or 3 on my PC, even if I have to get it imported from America! Please print this letter as I'm sure other computer owners feel the same way.

John Day,
St Albans, Hertfordshire



YOB: Ahah! You're in luck! It just so happens that a Japanese company have a Nintendo adaptor which will allow you to use Nintendo games on your IBM! It's called the Ichinaka 5000 and consists of the following: A Nintendo Joypad, an NES, a tally and a bit of hairy string. All you have to do, is to disconnect your monitor, slap the NES and the tally on top of your computer and tie them all down with the bit of string. Simply plug in a Mario cart and away you go! Simple eh? This unit is available in your local Shambles Spaz Supply store and costs a mere 10,000 quid to anyone they see coming.

041

MY FRIEND IS A THICKY

Dear YOB,
I am always reading CVG and talking about computers, but one of my friends thinks that computers and consoles are rubbish and he wouldn't buy CVG if he was paid. Please put him straight.

Paul Caffrey
Wrexham, Wales.

WHAT? MORE PC PROBS?

Dear YOB,
Your mag is rad! I have a few questions about game releases.
1. Will Final Fight reach the PC? 2. Will Alien Storm reach the PC? 3. Are R-Types 1 or 2 available on the PC? 4. Is TMNT 2 the same as the arcade machine? 5. Could you tell me the cheat for Gén Ground on the M.S.? 6. Could you recommend some good beat 'em ups on the PC? 7. Could you review some action games on the PC instead of just Sims?
Bruce Darwin,
Australia

YOB: I will take great pleasure in answering your sad questions: 1. Definitely not. 2. Not a chance. 3. Nops. 4. Yep. 5. Can't be bothered. 6. Bruce Lee Lives is a smart beat 'em up. 7. Keep reading...

VEGEMITE RELATED PROBLEMS

Dear YOB,
I'm a proud Aussie bloke who owns a Nintendo and I'd like to ask a few questions. I recently bought Bart Simpson VS the Space Mutants. When I brought it home and played it and saw that the graphics were crap I was a bit upset. Why's this when the review looked great in the mag? Can I use British and American carts on an Australian Pal NES? Did you know that by the time we got the issue telling us about the CES, there was only a week to go? One last thing, is your Auntie going to be back? Ha, bat that browned you off! Now you'll have to print my letter to call me a dozy git! Ha, ha.

EC
NSW, Australia

YOB: You're not a dozy git. Oh no. You're a dozy Ausalia git - and that's a lot worse...



SAD AD DISASTER

Dear YOB,
I am a good fan of your magazine and have been collecting it for years now. I was flicking through it the other day and I came across the Micro Sells advertising pages. To my surprise I saw an advertisement for a Game Gear with nine games including Mickey Mouse and Monaco GP and TV Tuner-all for only twenty quid. I was amazed. I immediately rang that number only to find it was a big joke. I then looked further on in that magazine and found an Atari Lynx with Slime World, Ninja Gaiden and Paper Boy, the mains editor, the pouch and visor, again for twenty quid. Guess what, another joke! I'm sure that there have been many more of these ads in the past and so all I'm asking of these obviously disturbed people is to stop it, so that other people can put proper adverts in and then go see a psychiatrist.

Emmett Doyle

Abingdon, Oxon

YOB: Looka like you've been taken for a bit of a ride, my old bumbob. Who the hell would flog a Game Gear with nine games for twenty quid? They'd only do it if they thought they'd find somebody with the size of a pigeon dropping. Next time you read the microsells section, contact your head to the rest of your sad body. Next...

OH BROTHER!

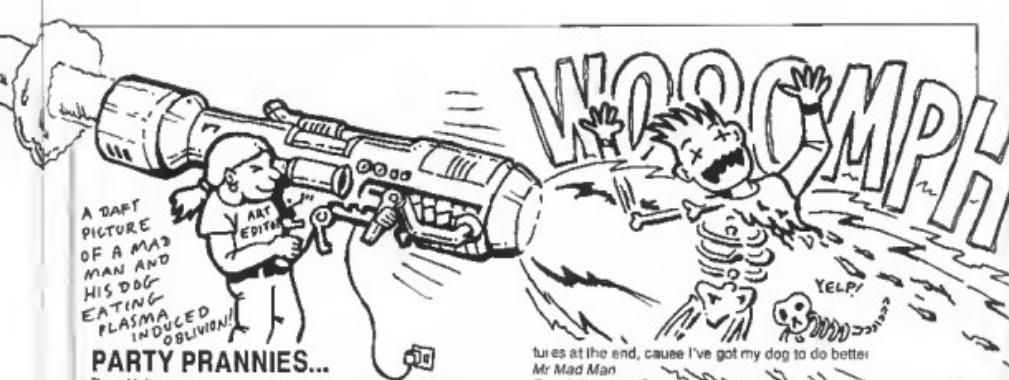
Dear YOB,
At long last I have found you! I'm your long-lost brother, SLOB! All this time I've been light recently when some people stopped me in the street and said 'here, you're that YOB geezer out of CVG!' I pretended not to notice them and walked on. When I asked my mum about all this, she told me I had a brother, but she gave him away when he was a sprog cos' he was such a lunatic. I had to be so I walked down to WH Smiths and bought a copy of CVG to check. Sure enough, I opened the mag and I swear, it might have been my own reflection in the YOB pages. I was a bit concerned at you slurring in a soft magazine about games, but I figured out that CVG stands for Cranks and Vicious Geezers! So if you want a reunion, or even a baseball bat fight, just contact me at this address:
SLOB, BINS, BACK OF ORMSKIRK TESCO.



YOB: My long lost brother! I don't believe it! I thought you were lost forever. Last I heard, you were given away by Blitza Bacon's family cos' you were too rough. Cor, I thought I was an only child. When I was young I used to stay in my room all the time. It was full of rotten food, it smelled terrible, all the windows were smashed and I had no-one to talk to. It was great - no bog off 'coz I never want to see you again. Whara the hell are the computer games questions?



YOB: I can't be bothered to put him straight myself, but I'll tell you how to do it: talk to him calmly and reasonably, explaining the error of his ways. Then jump up and down on the obnoxious little turd until he's put straight - straight into hospital...



A DAFT PICTURE OF A MAD MAN AND HIS DOG EATING PLASMA INDUCED OBVIOUSLY!

PARTY PRANNIES...

Dear YOB,

Me and other parties have come to the conclusion that some loony in a shirtjacket hired you to dress up in a leather jacket and write a letters page and in these letters you were told to insult as many people as possible. If this is not the case, then you're a waste of space in a good magazine, who wears Vanilla Ice shorts and a Bros T-Shirt and has a faulty loafer for a brain. One last thing, who the hell is the person who draws the daft pic-

tures at the end, cause I've got my dog to do better
Mr Mad Man
Dangleberry on Sea

I've come to the conclusion that you're about as useful as a jobbie in the lobby on a warm day at Buttlins. Is it just me, or are you the biggest turd who's ever written to YOB in the history of the mailbag? Probably not, because you're just a talentless piece of puke with kid marks instead of brains and you'll never amount to anything in your whole worthless life. Apart from that, I think you're OK...

PICCIES A-PLenty

Dear YOB,

I have a picture of you when you was little with no clothes on. If you don't send me a hundred quid I shall tell everyone about the spotty on your botfy end if you don't print this letter. I shall tell everybody how your mum makes you go to bed at 7 O'Clock and she reads you a bedtime story.

Lee Nutsey
Pendbury



YOB: I don't care, if you want to show a picture of me in the nude, then do it. Just make sure that it gets shown on TV as well. You're right too, I do go to bed at seven...in the morning and the only stories my mum reads are horror stories. If you think you're getting a hundred quid from me, you can go crawl up your own bottom with a large pointed stick.

SAD SCROUNGING SPAMHEAD

Dear YOB,

I am writing to say that my Megadrive is totally ace but the one problem is I've only got Streets Of Rage, that amazing game but Streets Of Rage has broken. So please, please get me Streets Of Rage for an Early Christmas. I can't save up myself because I don't have any pocket money.

Sean

St Anne's on Sea

YOB: It just so happens that I got another copy of Streets Of Rage for Christmas this year and that means I've got a spare. However, I'm not going to give it to you because I'm wearing my special Scrooge underpants. There is a bit of good news for you though, I do have a spare copy of John Madden's 2, but you're not getting that either so bug off.

USELESS LETTER AHoy

Dear YOB

Why do you bother printing letters from prats like Hong Kik Lee? I say you should go round his house and knas him 'you know where'. Anyway, I think your mag is brill. You are totally cool and street tough. If you do not print this letter, I will never buy the magazine again and I will label you a gutless girlie blouse. Got that turd-brain? I am a genius. I can complete SMB with over 200 lives left. So what do you think of that, doit?

Gavin Jones
Newport, Gwent

PS My sister thinks you're lush. She wants to get in your underpants. She's an 18 year old sex pot



GAVIN JONES: GENIUS

YOB: You sound like to me like a two-year-old pile of **** and I've seen your eater - but decided to shack up with the back end of a bus instead.

LOOPY LAPLAND LARKS

Dear YOB,

This letter is coming from Finland. I live in Syote which is inside Lapland. Lapland is being north of Finland. My name is Jani Riihiaho and I am being 12 years aged. I am reading CVG mag end I must be say for you. 'Nol enoff tux rad, I am not bigger posters having Ha ha ho. Here is some writes of some parts of your's mag. Level bug occurred when Robin Hood em playing was Robin cannot move to anything. Ha ha ho.

Jani Riihiaho

Syote, Lapland

HAHA,
HO.HO!



YOB: I am liking your letter very greatly. Lapland is being almost normally fine. Snowing have you and muchness of ee. Mind you, a simple puke pile sadly are you being and cheasing of parson's feet is happened. Socks and cleanly must you be changing and lessons taking outside English maybe. Writing to us no more should you having, or we are me having to kick your askimo see also. Ho Ho Ho.

ARE YOU TAKING THE MICKEY?

Dear YOB,

I am writing to ask about the game Mickey Mouse, Castle Of Illusion. I just can't seem to pass the Chocolate Master Of Illusion. Also, can I have a signed picture?

Andrew Suttie

March, Cambs

YOB: I used to have trouble passing Chocolate of Illusion too, but a healthy dose of bran and six rolls of two-ply soon sorted me out. If you want a signed photo of me, just go down the local Police station, pinch one of their smart Wanted postcards and draw a big "X" on it...

WANTED



Or playing kerate football or tennis,
Fighting off King Bowser or Dr Wily,
And bravely saving the Princess,
Everyday is a new adventure,
Living on his speed and skill,
Though he never leaves the living room.
He must be really ill
Fay Piffner
Bromyard, Hereford

SAD MEGA MATEY

Dear YOB,

I'd like to tell you about a strange thing that happened to my friend last week. An elderly relative of his passed on, leaving him several hundred pounds in a trust. He's a bit foolish with money, so he went straight down the local computer shop. He bought Sonic, Mickey Mouse, Gynoug, Batman, EA Ice Hockey, John Madden's, Mercs, Alien Storm, Streets of Rage, Spiderman, Slender and Golden Axe. He also bought another joystick, two arcade powersticks, a Master System converter, a copy of CVG and Man machines, he handed in a subscription to Megaloch and purchased a copy of the Complete Guide to Megadrive. He raced home and sprinted up to his bedroom with all his new swag. Then he remembered, he doesn't own a Megadrive. Is it a bitch or what?

Rob Norton

Daventry, Northants

YOB: It certainly is Rob - or is that Nob? Your handwriting is so bad I can't tell, but that sad little story says I was probably right the second time.

SAD POET'S SOCIETY

Dear YOB,

I'd just read my son's November 91 issue and thought I could write a better poem than the one in "Sad Poetry Corner", so here it is:

COMPUTER VIRUS

My son has caught the virus,
And lost the use of his laet.
His energy's gone to his ingeptips,
And he's no time to eat or sleep.
Everyday he's a different Super Hero,
Turtle Battle Toad or Mega Twin,
Robocod Captain Planet or Mano,
Ready to fight or die on the small screen,
Chased by mushroom birds and dragons.

There was an old mummie
called Fay,
Who sent in a poem one
day
It's totally crap
Her son is a sap
And there's nothing more I
can say.

GIMME ONE!

Dear YOB,

Can I have the 100 quid?

Kavan Youseffier

Cheadle, Cheshire

YOB: Nope.

GIMME ONE TOO!

Dear YOB,

Please can I have the 100 quid?

R. Sole,

Bumblebridge, Bottomley

YOB: Oh, alright then.

SLAG ME OFF
AND WIN A
FAMICOM!!



So you reckon you're hard, ah? Reckon you can match the wit and wisdom of yours truly in his Neverwash Multi-Skid boxer shorts? Reckon you're tough enough to match the world's a ruddest thug? Neaaaaah! No chance! You lot are about as much use as an old sunach's jock strap with a broken buckle and as funny as a Rottweiler in the Y-fronts. Well, here's your chance to prove you can be as fab, funny, and downright cool as you're truly: just ring up and insult me down the phone! That's right, your load with the most is right here and waiting for the very worst you miserable auk-kare can chuck my way. So if you've got something you want to get off your chest, like the greeey zit that keeps popping up on mine, ring this number and explode down the phone:

0839 500845

I'll print a selection of the best printable insults right here in the meg, and there's a spanking new Famicom up for grabs to the loudest, tunniest, coolest cell of the lot. Remember though, only sad thicky can hurl obscenities down the phone end I've heard 'am all before, so keep it clean or you won't win a thing and look a right pranny. That aside, get cracking and tell you're truly where to put it...

Special note: Make sure the person who coughs up the phone bill knows you're dialling and remember not to insult them too: they'll probably beat you up because you're ead little wimp after all. Calls cost 36p per minute off peak and 48p per minute peak rate.

MARBLE MADNESS

IT COULD PUSH
YOU OVER THE
EDGE!!



Nintendo
ENTERTAINMENT
SYSTEM™

NOW
AVAILABLE
BATTLE
YOUR WAY
THROUGH TIME

TIME LORD



Kirby Runes



Wicked Waters



Slippery Slopes



REVIEW

MEGADRIVE £39.99

BY ELECTRONIC ARTS

Doctor Maybe might be a bit of a megalomaniac, but he's not all bad. First time round he had his butt wall and truly kicked by the special agent to end 'em all: James Pond - Underwater Agent. He's been hiding away ever since, planning his revenge and dreaming of all the dreadful things he's going to do to our lab fish. After months of deep consideration, the perfect plan pops into Maybe's mind - and it's all about toys. But how can he turn his little playthings do any damage to mankind? Here's how: by altering their workings so that they become psychopathic killers. Maybe reckons he'll create the perfect army of killers - and he's not far wrong. One trip down to the Arctic and the plans are put in motion, the toys are tampered with and Maybe's maniac army is all set to take over the world! Trouble is, Maybe never reckoned on the solid advances of fishy technology. F.I.S.H agents have devised the ultimate agent - Robocod, half aquatic animal, half machine. Robocod's directives are to shut down every toy in sight before shutting down Doc Maybe for good. Is our man Cod up to the task?



▲ James Pond in his original guises

Most of you will already know all about Robocod on 16-bit machines. We reviewed the game a few issues back and it scored a comfortable hit. The Megadrive version is precisely the same game, using the strengths of the console to full effect to improve upon the original wherever possible and turn this into a finely tuned console romp. I played the original quite a lot and wasn't expecting to give this conversion much time, but it's just too slick to leave you back again and again. Graphics and sound are faithful to the Amiga version and for my money this is the best. Just a tad better because the joystick is a lot less boorish than the joystick. Here's a game which suits consoles perfectly, and if loads of lefty and jolly japes are right up your street then this gem is what you want to be.

TIM BOONE

MEGADRIVE



JAMES POND TT CODENAME: ROBOCOD

BY MILLIUM

ROBO RETURNS!

Robocod may look more than a tad familiar, 'cos you've no doubt seen him before! He's none other than that original underwater super hero James Pond - remodelled this time round for more thrills 'n' spills.

Robocod is the sequel to James Pond, the computer and console game which swept the world not so long ago. This time round the meniac brains behind the game have taken all the best bits and improved upon them, delivering a completely different style of play you'll have to see to believe!



▲ James Pond in his original guises



STRETCH FOR TOP SCORES!

Our man Pond has a boxful of skills to draw on, including the ability to stretch his body in order to grab hold of the ceiling! Cod can rise miles by stretching his body straight up, then grab an object and shimmy along to avoid those annoying floor-based hazards! This can be a real relief when things are getting hairy, but sometimes turn into a right pain in the jacks! If you don't know here the hell you are!



▲ Robocod rises to the occasion!



▲ Good old Bertie Buzzet, he's Britain's greatest asset!

SUPER SWEETIES CENTRAL!

Slashed full of tons of gorgeous scrolling screens, Robocod features all manner of amazing meannies to discover and destroy! Some of them are so weird and wonderful you'll say why Dr Mayba has more than a few screws loose, and a few are loosely based on characters you'll have seen before. We're saying nowt!



BIG BEAUTIFUL BONUSES

Not only does Robocod last more than 2,500 screens of action, but the game includes loads of bonus rooms and a specially created bonus level! Here you can pick up some major points and power-ups to aid young Robo in his quest to the Doc. Hurrah!

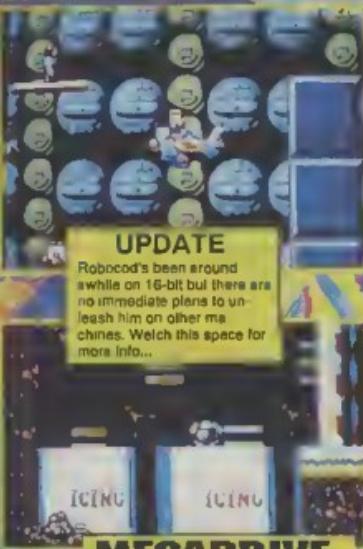
▼ Invasion of the sweeties monsters!



REVIEW

James Pond is back, only this time he's half robot, half fish! This is one brilliant platform game and astonishing conversion of the Amiga original. The graphics have been reproduced almost perfectly but just a little faster and smoother. Soundwise, Robocod is a laff riot, with a brilliant remix of the RoboCop theme music and some smart sound effects. The in-game tunes are a bit twis, but suit the game perfectly. Gameplay though, is the main concern and Robocod has oodles of it. The platform theme is great and the game is fast, enjoyable and downright groovy. The game is huge, with tons of levels and secret areas - the only real difference between this and the Amiga game, is that the coloured backgrounds have been repainted with less colourful, but more detailed parallax backdrops. If you liked the look of the Amiga version, then put on your spacial shopping Y-fronts and get down to Mr Spanky's Cavalcade of Software and reserve one right now!

FRANK O'CONNOR



UPDATE

Robocod's been around awhile on 16-bit but there are no immediate plans to unleash him on other machines. Watch this space for more info...

MEGADRIVE

GRAPHICS	92
SOUNDS	89
PLAYABILITY	92
LASTABILITY	91
OVERALL	91

REVIEW

MEGADRIVE

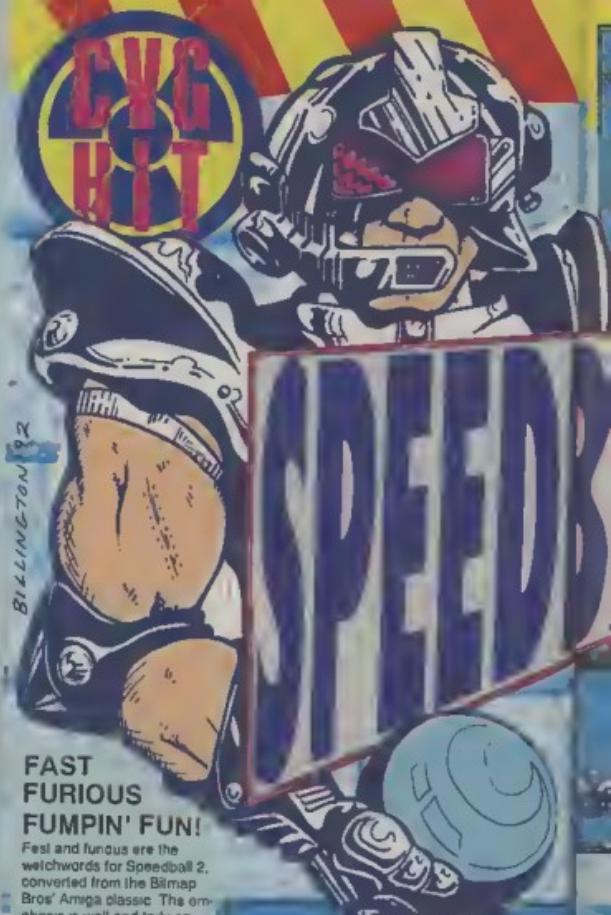
£35

Welcome to another round of the toughest gems in town: the one and only Speedball 2! As you'll know by now, street fighters are a thing of the past - nowadays the herd boys just pull on their shining suits of armour and beat the crap out of each other for B.I.G. buckin'! Here we are at the Bruised Deluxe home ground for another feast of fighting fun, and I reckon we're in for quite a bit of bovver. In case you don't know the rules, I'll do a quick recap: there aren't any. Get the steel bell into the other team's goal as many times as you can, by whatever means you can. And don't worry if a few people get hurt - whaddya think we pay them lor? Get out there and get kickin'!



Speedball 2 was an instant classic on the Amiga. You'll be glad then to discover that the Megadrive version retains every taste of the Bitmap Bros' classic future sport. The differences are all slight improvements. The Megadrive conversion is a little faster and smoother and for some bizarre reason, it suits the joystick perfectly. Graphically, the game is a joy to behold. Detailed sprites, vibrant backgrounds and some nice special effects all add up to a veritable visual feast. The sound doesn't quite match up to the standard of the graphics, but it still includes some lovely samples and tunes. The options are comprehensive to say the least, with different combinations of teams, players and equipment available. All in all, the best sports sim available on the Megadrive and an essential purchase.

FRANK O'CONNOR



FAST FURIOUS JUMPIN' FUN!

Fest and fandus are the keywords for Speedball 2, converted from the Bitmap Bros' Amiga classic. The emphasis is well and truly on speed, strength and reflexes with no points for second placed!

The game centres on the steal ball which spins out of the central gun at the start of play. From this moment it's a fighting free for all, with just about anything allowed as you scrap for control. Tap the fire button quickly and the player with the ball will throw it at shoulder height. Keep the fire button pressed down and he'll do a curling lob over the heads of the opposition, ready for his mate to catch further up the field. Catch the keeper off guard and you may just slot one in the goal for ten points, a big kaxxon and an action replay.

Ent

THANKS...to Concept Concepts (0782 712759) for the review cartridge.

Don't like the look of that bloke with the bell?
Well, punch his head in!

REVIEW

BIG BOY BONUSES

There's no room for wimpos in Speedball 2, and there are a variety of bonuses on offer to really sort out the men from the boys. All are useful and some are so darned good they can make all the difference at the very last minute as you crawl back into the lead.

Stars: Stars line the playing field. Hit them with the play-ball and you'll score two points for each one. Light up the lot and you'll get a big 10 point bonus. Hurrah!

Bounce Bonus: Two of these little beauties lie dormant on the field. Hit 'em with the ball and it flies off in a random direction, racking up two points in the process!

Multipilar Ramp: Roll the ball in either direction up the ramp and you'll activate the Score Multiplier. Roll it up once and your scoring potential increases 50 per cent, roll it up twice and each goal is worth double - just the thing if you're lagging behind and need to catch up quick! Beware though, 'cos the other team can turn off the lights just as quick as you can spark 'em on!

Electrobounce: Two of these units line each side of the field. Hit 'em will the ball and it electrifies, glowing gold and knocking over the first player it hits from the other team!

Warp gates: Four of these line the field, and throwing the ball into one of them will cause it to warp out of another further down the field.

MANAGE YOUR MANIACS

Speedball 2 offers you the chance to manage your team in order to get the best out of them and make sure they really know how to rough up the other side. In this section you can change your starting lineup, while the Gym screen allows you to alter a wide variety of team factors including Aggression, Attack, even Intelligence (or the lack of it!).

It's grunts 'n' groans all the way as the big boys go for



The original Speedball was the best crap 'n' score game outside the arcade, and Speedball 2 on the Amiga improved it still further. This is the Megadrive conversion of the 16-bit classic, and if anything it's even badder in many respects! The gameplay is certainly faster and smoother, and although you will see a tiny glitch in the start at certain times, you'll hardly notice. Graphics are great, sound's a laugh (and this time round there's no annoying little ohk yelling "Ice Cream!" when you score a goal!) Gameplay's where Speedball 2 can't be touched, though. Fast moving from beginning to end, it's intensely competitive for every second you're playing - especially if you take on a mate for head to head battles. My only moan is that occasionally you lose track of the ball, but with a game this fast that would only happen in real life, so who's complaining? This is one of the strongest titles on the Megadrive at the moment, so I suggest you snap it up right now!

TIM BOONE



A Who did you call my sister?



YOU JAMMY SLUGGER!

Little known facts of life. CVG and Mean Machines liked Speedball 2 so much we organised a knockout compo. Who won? None other than Paul Reed. How? We don't know either, but it must be something to do with those Brum-style shades he wears.



MEGADRIVE

GRAPHICS	90
SOUNDS	89
PLAYABILITY	94
LASTABILITY	93
OVERALL	93

HOT TOP 10

1 WIN A KIDS 0839-
200cc GO 007
KART 700

2 WIN A CAR 0898-
1966 BEETLE 334
CONVERTIBLE 095

3 WIN... 0839-
AFTERBURNER 55
THE ULTIMATE 00
ARCADE GAME! 36

4 WIN A £500 0898-
JVC 334
CAMCORDER 090

5 WIN £600 0898-
PILE OF 334
TOYS! 091

6 WIN A 0839-
PAIR OF £300 550
ROLLERBLADES! 039

7 WIN A CD 0898-
MEGA-BLASTER 334
+ MINI COLOUR TV 092

8 WIN HIS 'N' 0839-
HERS MUDDY 55
FOX MOUNTAIN 00
BIKES 40

9 WIN A KIDS 0839-
ELECTRIC 550
MOTORBIKE 031

10 WIN A KIDS 0839-
MUDDY FOX 550
BIKE! 041

A REAL
MINI-
RACER!
WIN THIS
33cc FUN
BIKE ON:
0839-
654334

CAN BE
RIDDEN BY
ANYONE
FROM
6 TO 80



AS SEEN
ON TV!

WIN THIS AWESOME
80cc SUZUKI QUAD
IDEAL FOR ANYONE OVER 10!
CALL: 0839-654335



WIN A 50cc
HONDA
IDEAL FOR
ANYONE OVER 5
CALL:
0839-
654336



WRESTLING
BONANZA
CALL: 0839-654337

WIN THIS
WRESTLEFEST
ARCADE GAME!

THE LATEST W.W.F.
ARCADE GAME
STRAIGHT FROM THE
STATES! BATTLE
AGAINST YOUR
HEROES: HULK HOGAN,
BIG BOSS MAN, MR
PERFECT & LOTS MORE!
PLAY TAG TEAM
CHALLENGE OR BATTLE
ROYAL TO BE IN WITH
A CHANCE OF WINNING
THIS MACHINE CALL:



0898-334091

PREVIOUS
SIMPSONS ARCADE GAME
ROLLERBLADES
YAMAHA JAWJAW
SKATE PILE
MOUNTAIN BIKE
YAMAHA PW50 MOTORBIKE
SUZUKI TS50 QUAD

WINNERS
KATE POSEY, HANSTON, LINCOLN
DANIEL GREGORY, RECKENHAM
A. BRYAN, KIDLINGTON
GARETH HUGHES, KIRKSHALL
NATHAN O'REILLY, WILLENHALL
GAUCI ZORAVKA, LONDON W12
ROBERT WRIGHT, ROCHESTER

PLUS
100% GP
WRESTLING
RUNNERS-UP
PRIZES!

VILLIAN
LASS
AD E
VELVET
JARVIS 5
1 STORY
PR
IRVINGLAND
RELL PRIZE

Here's a
Wheely
Great
comp!

SOKE'S



SoKe Line
0839 654300*

DUFFEE
SoKe Line
0839-654301

BILLY BUTT
WANNA FIGHT?
ABUSE LINE
CALL

0839654302
IF YOU DARE!

WANNY TAYLOR, CANTON
H. TRIVID, STANMORE, MIDDLESEX
CLIFF HARROLDSON, ANDREWS
SIMON PATTIN, BIRMINGHAM
STEVEN FYLES, CASTLE HOWARD
NICKY BROWN, CHEPSTOW
LEE ROBINSON LAURENTINE,
MARK TATT, BARKING

FANTASTIC FRILLS 'N' SPILLS

Fantastic Voyage bears more than a passing resemblance to the likes of R-Type and Salamander. You have to find your way to the pool old bloke's brain, passing through all the sections of his body - even the ouchie bits. There are two main problems though. One there are tons of evil critters infesting the body. Two you need certain weapons and medicines to destroy obstacles. Can you do it in time?

Fantastic Voyage

What an unexpected treat! Fantastic Voyage is a smart variation on the shoot 'em up genre, with an ingenuous plot and some brilliant special effects. In style it's a little like Atomic Robo Kid, a mixture of exploration and frantic blasting action. It's a great deal more exciting though, with a real sense of urgency as the clock ticks away and the baddies creep up on you. There are extra weapons galore and very necessary they are too. Graphically this is a treat and a half. The organic last is brilliant, really slimy and icky! The spotlight effect on the ship as you drift through the body looks superb. Music is good, but you'll only hear it if you have a one meg machine. The game is only as big as a human body, but when you're less than a nanometre in size, that's a lot of area to cover. A smart addition to an otherwise lifeless genre!

FRANK O'CONNOR

WE ALL LIVE IN A TINY SUBMARINE

The blokes in Protoss (the submarine) only have an hour to perform the life saving operation and get out. To escape from the body they have to drive the submarine into the tear ducts of the patient and pop out of his eye. If they don't do it in time, they'll rapidly expand, crushing themselves and ripping the patient apart in the process. If this happens in the head it's all over for everyone involved, but if they make it to his bottom they might just escape with their lives!

REVIEW

AMIGA

£25

BY DMI

Anyona seen a smart Sixties film called Fantastic Voyage? Here's a plot: a crazed scientist has parlayed the technique of miniaturization, but an unexpected illness causes a blood clot in his brain. The problem with the shrinking process is that it wears off after an hour. This scientist knows how to stop this happening, but he's at death's door! You, a team of doctors and a submarine are all to be shrunk and injected into the scientist's a, then make your way to the blood clot and destroy it. Thing is, you have to get in and out within an hour, otherwise you'll start growing again mends the bloke! Get to it!



▲ So, where do we start eh?

BLOOD 'N' GUTS GALORE

All the baddies in this game are revolting. The first things you come across are flying red blood cells and very realistic they are too. You'll also encounter massive cancer cells, all with legs and oozing pusules. There are really nasty things in there though like lice shaped parasites, which at this scale are about the size of a blue whale. You also have to watch out for the body's defence systems, if they may think you are a virus and send out gangs of antibodies to get you!



AMIGA

GRAPHICS	87
SOUNDS	78
PLAYABILITY	86
LASTABILITY	87
OVERALL	86

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THE BITMAP FLANGE RASTERDOOBIE

The Mega CD is a compact unit that sits happily underneath the Megadrive and once in place it looks dead sexy. The internal gubbins are a mass of smart custom chips and processor doobiee. The Mega CD uses a Motorola 68000 chip like the one you'd find in an ST or an Amiga. This chip runs at 12.5 MHz, which is bloody fast, especially when used in tandem with the Megadrive's own 68000. This is all very well but a CD ROM really needs one thing - a RAM cache! What a RAM cache? Well, when a CD unit sends graphics and sound to the host machine, it needs to hold a lot of information in memory. If it can't do that, then you get a very irritating lag while the machine accesses the Compact Disc. This was a big problem with the PC Engine CD unit, the waiting time can get quite aggravating. Fortunately, the Mega CD has a large RAM cache and can handle up to 6 Megabits of info at one time. This is more than enough space for pause-free gaming. As far as sound goes, the Mega CD is a big improvement over the Megadrive. It has an extra 8 channels of PCM sounds and they are well up to the quality of a decent keyboard. These can be played at the same time as the Megadrive's chip and can also be used with live CD tracks so musically you can't go wrong. The extra processing power built into the new unit means that the Megadrive can now perform the kind of scaling and rotation tricks that the Famicom is famous for. All in all, a smart bit of kit.

BIG IN JAPAN

The Mega CD has been widely heralded in the land of the rising sun, as the machine that will bring CD ROM into the home. There are already a couple of CD ROM standards in Japan, the most successful of which is the Sharp FM Towns. This computer is basically a souped-

MEGA-CD SYSTEM



up PC with smart graphics and a built-in CD unit. The thing the FM Towns is most notorious for, is the number of games featuring scantily clad women. It's widely expected that this kind of dodgy software will appear on the Mega CD, although Sega's strict quality controls should filter the worst of it.

MEGA-CD
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SPECIAL FEATURE



So here it is. The battle of the giants. Nintendo and Sega have been waging war in the console market for years now, with Nintendo always having the upper hand. Sega looked all set to change this around in the British market at last, with the launch of the Mega CD. Nintendo however had different ideas and decided to bring forward the launch of the Super NES (Super Famicom to you and me). The launch is all set for spring, with Super NES machines in the shops, possibly as early as February. Sage don't plan to launch the Mega CD officially until Summer next year. Now here's the question on everyone's lips: Do you buy the Super NES, or wait for the Mega CD? It's not an easy choice, so here's a guide to what's hot and what's not about the two machines...



SPECIAL THANKS!

CVG would like to thank the fine gamemasters at Aca ComAsia (071 383 0480) for getting a Mega CD to our office the very day following its launch in Japan! Best known for their Super NES (Famicom) expertise, Aca are expanding their horizons to take on Sega's wonder machine, so call 'em for info!



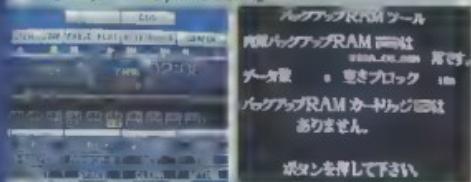
MEGA
CD
VS
SUPER
NES

SPECIAL FEATURE

out. The Mega CD was released in Japan last December and basically sold out as soon as it hit the shops. Sega cleverly released limited numbers, so selling out completely isn't quite as impressive as it sounds. The demand though is easily outstripping supply even now. In the UK, when the machine was launched, grey importers like Advanced Console Entertainment and Console Concepts were swamped under with orders. In fact, when we picked up our Mega CD, there was nearly a note because it was the last one in stock!

WHERE'S OUR BLIMMIN' MEGA CD?

After months of sneak previews and much speculation, we finally got hold of a Mega CD! The machine arrived in the CVG office only days after its release in Japan. The excitement in here was unbearable. Problem was, when we first got it, we had no software. When you turn the machine on, you are presented with a really sexy demo. This shows the Mega CD logo floating in the sky, it starts turning, spinning and swooping around the screen. It's all very impressive, but it's even more impressive when you discover that the logo isn't a polygon, nor polygonal, it's a sprite. This gives just a peek at the machine's true potential. The music that plays during this demo is groovy, but hardly mind-blowing.



A SONIC CATHEDRAL OF SOUND...

Not only is the Mega CD a smart piece of video gaming technology, it's also a bloody good CD player. Instead of the usual array of buttons and dials, all you do is slot in a normal CD and press start on your control pad. The screen then changes from the demo to a menu of options. These allow you to play any track on your CD at random, or if you like, in a preprogrammed order. There are lots of useful options and if you're into music you'll love it. You can for example, loop small sections of any track, useful for sampling chords or instrument sounds. There are a wealth of options and the sound quality is quite remarkable. Using the audio ports and connecting the Mega CD to speakers, the sound quality is easily as good as a decent CD player. Put through a good stereo system with amplifiers and the unit becomes a formidable bit of Hi-Fi equipment.



SO IS IT ANY GOOD OR WHAT?

Well there's no doubt about it. The Mega CD is a dead hard bit of kit. Problem is, the first few games don't really take full advantage of it. There are a few Japanese RPGs available already, most with untranslatable names. The RPGs all follow the kind of Gauntlet inspired top-down perspective, with a lot of spell casting and wandering about. The one advantage CD brings to this type of game is the lengthy graphical intros. You get treated to highly impressive cartoon sequences throughout and the accompanying music is quite awesome. We've only seen two arcade style games so far. The first, Heavy Metal is a cross between a shoot 'em up and a beat 'em up. It's a horizontal scroller, very playable and very fast. Again this game features huge cartoon intros and smart music, but graphically it doesn't do anything you haven't seen before. Sol Face is the second of the arcade games and it's a good old horizontal scroller. This is a real disappointment. As far as graphics are concerned, this is no better than say, Thunderforce or Gaeres. There are the now mandatory intro screens and the music is tuneful and well composed, but you could easily be mistaken for thinking this was a Megadrive cart. There are a few big titles penciled in for future release, expect to see a lot of Sega's arcade catalogue, G-Loc and Radmobile for starters. Best of all though, a little birdie tells us that Sonic 2 may well appear on the Mega CD first. From what we hear, it's gonna be something very special indeed!



BUT WHEN CAN I GET ONE?

The Mega CD has had its official launch the US pan-caked in as Summer '92. This is reasonably fast and we'll get it around the same time as America. The machine is certainly expensive as an import, around the \$300 quid mark. When it's released over here, the reduction in price won't be all that great. Expect an official price of around \$250 quid. The Mega CD imports will only work on SCART Megadrives at the moment, but the console boys are hard at work on a conversion and it should be available for PAL machines by the time you read this.

SPECIAL FEATURE



THE CONSOLE WITH TWO BRAINS!

The Super NES is a very strange machine indeed! Although it's a sixteen bit machine, the central processor isn't sixteen bit at all. It is in fact an eight bit chip, a 65C816 to be precise but a deeply confused one. It runs as fast as a sixteen bit chip and it thinks like one, but it is. Kind of like a Volvo with a Ferrari engine - it's not much to look at but it doesn't hell shift! The Super NES' main attributes are its brilliant custom chips. These are used to create some stunning graphical effects. The colour palette is an enormous 32,000 and the machine can display 256 colours on screen at once. You can take a whole screen or a small area and expand or reduce it in size very quickly. This effect has been seen before in arcade games like After Burner and G-LOC. The Famicom can also rotate screens in real time, much the way Namco's Asault Arcade machine does. The chips are powerful enough to combine these effects and clever programming can produce stunning results. The most impressive thing about the SNES though, is the sound chip. This uses eight channel digital PCM sounds, better quality than most mid-range keyboards. These sounds can be played in true stereo and the effect is jaw-dropping. Trumpets, pianos, guitars, all can be reproduced faithfully through the SNES. You can easily link your SNES to a hi-fi and hear the sound through decent speakers; it is well worth doing. In real terms, it's a much more powerful machine than Sega's Megadrive.

THE GOOD THE BAD AND THE SAD

The SNES obviously excels in anything that involves colour and sound, especially using the rotation/scaling hardware. What it falls down a little on is its sprite handling. The SNES is capable of displaying tons of sprites, but the speed suffers when there are more than 128 on screen at once. Much has been made of this problem in the computer press, but the Megadrive suffers from this too, although not to the same extent. Where this problem arises most is in test shoot 'em ups with lots of baddies on screen at once. You'd be less likely to notice



on say, a beat 'em up or a driving game. There are always round this, with clever programming and tight use of the hardware, but it's not as big a problem as you'd think.

THE BIG TOP SECRET THING THAT WE CAN'T TELL YOU ABOUT!

After wearing our special Investigator trousers for months, we discovered something about the SNES that will make you fill your pants with sheer bed-wetting anticipation. This makes the CD ROM look pathetic and it will change the face of SNES gaming forever! What is it? Well, we're not allowed to tell you! Ha! Are we evil or what? All we can say is this, when it appears and you own a Famicom, you'll be even happier than a big bag of really happy things. Is it hardware? Is it software? We're not telling, but look out in future issues for more news. It's a bigger!



FABBY FAMMY FROLICS

The initial batch of Famicom games upon its release in Japan was spectacular. The one to buy the machine for though, was Super Mario World. This was the fourth instalment in the series and is still easily the best platform game ever. The games, unusually for a console included a couple of strategy games, namely Populous and Sim City. These went down a storm in Japan and shifted untold numbers of Famicoms. It's highly likely that the first batch of games will be the same as the first lot of Japanese games. Look out in the future though for great titles like Street Fighter 2 and rumours already abound of Mario 5.

SPECIAL FEATURE



THOSE DAMN YANKEES!

The SNES went on sale in America last year and was greeted with great interest, but it didn't do as well as expected in sales terms. There were two main reasons for this, firstly the Megadrive already had a firm foothold in the market and secondly NES owners were quite happy with their old machine. Software support was fine, with a lot of great titles released with the machine, but many stores had problems getting enough copies. After some teething troubles and a lot of speculation, the SNES is now doing great guns, with a



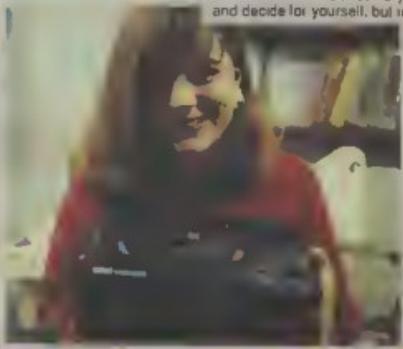
CD SHENANIGANS

Nintendo have had a lot of political turmoil with their CD ROM system. This should have been available now but development changes put paid to that. The Nintendo CD ROM was to be developed in conjunction with electronics giant Sony but the deal fell through early last year. However, the unit was nearly finished and Sony still had the legal right to release the machine. It will probably appear in Japan in the next few months. It is to be called the Sony PlayStation. It will be entirely compatible with Famicom cartridges, but with the addition of a CD ROM drive. Early peeks at the machine reveal it to be a sleek black unit, similar in appearance to Sega's Mega CD. Sadly though, there will be little in the way of support for the CD unit, with most developers opting to use Nintendo's system instead. This new system has been designed with the help of Philips and looks set to beat even the Mega CD, at least in terms of tech spec. It should be ready soon and there will be an interesting three way competition between Sega, Sony and Nintendo.



SO WHICH ONE SHOULD I BUY?

It's up to you. If you're dead wealthy, get 'em both, if not, ask yourself these questions. How much do you have to spend? How important is CD ROM? Do I want official release, or buy grey imports? Both the SNES and the Mega CD are brilliant machines and both have their strong points. The Mega CD remember, is an add-on and not a stand alone unit. The SNES is due for release very soon. Add all these points up and decide for yourself, but remember, you heard it here first!



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CHEAT MODE

Well, howdy doody, folks! 1992 is now upon us and soon we'll all be eating anals and saying "How he how" like what those foreign types do. It's also just the right time for tons and tons of smart, new tips to come pouring through the letterbox, after your frantic buying of games over the Yuletide period. In fact, I had such a jolly good time, sifting through your hints and cheats over the past month that deliberately didn't go home for Christmas - honest. Got a hint, cheat or a new clause to put forward to the lazzara of Europa, jot them down on a five pound note and send them to me at: PAUL HAND'S INTERNATIONAL CHEAT MODE, CVG, PRIDRY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There's a hundred amackers worth 'o' software for the best entry - this month it goes to Gary Butler for his super split GG Shiroki map. Au revoir!

AMIGA



Aaargh! These aliens are almost as... orrible as Paul Hand!

ALIEN STORM

Blast more baddies than you ever thought possible in this top coin-op conversion, thanks to Glasgow boys The Toxic Waesels. Simply press F to skip to any level



Kick alien ass with good old Toxic's chest

GREMLINS 2

Should you find you're losing your Gizmo's faster than you can comfortably handle, take a tip from Chris Sharp, who lives in Halifax. Type in SINATRA on the high scores table to receive infinite lives.

RAINBOW ISLANDS

Andrew Moorcroft of Derby reckons that if you wait until the rainbow display disappears and type SSSLLRRRS and SPACE, pressing SPACE allows you to increase the number of credits in your possession, letting you battle on with bags 'o' Bubs Lordly!

LOTUS 2

You simply would not believe the amount of peeps who have sent in the level codes for this cracking driving game. Darryl Powell of London SW19 was the first out of the bag, so he gets his name next to the cheat. You lucky old thing, eh?

COURSE	CODE	MOTORWAY
NIGHT	TWILIGHT	MARSN
FOG	PEA SOUP	STORM
SNOW	THE SKIDS	LIVERPOOL
DESERT	PEACHES	BAGLEY



▲ Loads larts with Lotus 2!

On Marsh level, drive over green blobs in the road for extra larts! On Storm level, drive over red blobs (appear after every two checkpoints) for turbolarts!

Andrew Mackie of Leek, Staffs, not only sent the password words, he also supplied a secret code for you Lotus lovelies to try out! To find a secret game, type DUX on the password option.

More peacock prattlings, this one coming from Martyn Clarke from Basingstoke, Hants. Enter TURPENTINE on the password screen for infinite time.

And to finish off this bumper Lotus spash, Dave from Shettfield says that entering DEE SIDE on the password screen advances you to the next level, even if the previous one has not been completed. Cor!

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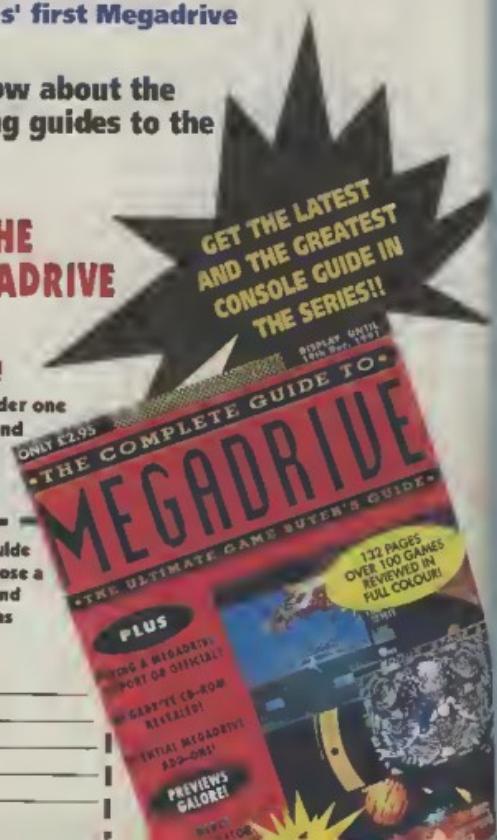
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▲ Will you make it past the bridge of doom? Haha sol

CASTLEVANIA II

Kendal May, Faversham, Kent and James Noulahan Brighton team up to bring you a hint of password sauciness for this incredible arcade adventure-in-your-pocket. Go to the password screen and use the following:

HEART HEART HEART to enter the hidden music mode

CANDLE HEART HEART CRYSTAL to advance to level two

HEART HEART HEART BLANK to move to the third level



▲ More Castlevania trots, courtesy of Kendal!

GARGOYLE'S QUEST

Listen and learn from Arni Vikingur Hafstafnason (for it is he), that Icelandic hero who informs us that, on the password screen, entering X7SC-E66S advances you many levels and gives you a stack of items!



▲ Just blow up everything in sight - that's a Final Soldier!

FNAF OOD

A rock and shoot em up on this great little machine, now complete with an equally sturdy couple of cheats from Anthony Konfowski of London N9. Select Normal Game then press LEFT, LEFT, 1, RIGHT, RIGHT, 2, UP, DOWN, UP, DOWN to access level select (do this twice for a thin screen). Press LEFT, LEFT, 1, RIGHT, RIGHT, 2, UP, DOWN, UP, DOWN, UP, DOWN on the title screen to enter sound test.



▲ Jeapare, here's a bit o' booger - so cheet your way through



▲ Check out those fireballs of doom!

Can I say I've seen this game but Upwan Rail of Singapore certainly has - he's even sent in a cheat to prove it! Make sure all turbo switches are off, then press RUN and quickly hold down button 2. While holding it down, press RUN again - five times for level two, 45 times for level three, 25 times for level four and 100 times for level five. Easy, eh?

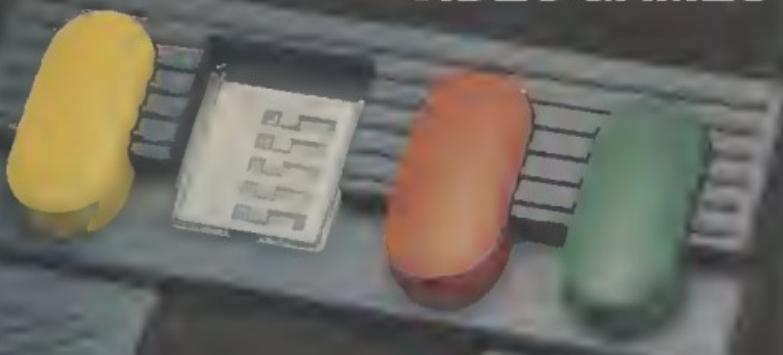
A

Check out these joypad cheats, courtesy of one Mr Anthony Konfowski inhabiting London N9. Press UP, UP, DOWN, DOWN, LEFT, LEFT, RIGHT, LEFT, RIGHT, 2, 1 on title screen for level select. To access the sound test, push DOWN, DOWN, UP, UP, LEFT, RIGHT, LEFT, RIGHT, 2, 1

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NEW
GENERATION**

THE  **FOOT-PEDAL**

**ENHANCE YOUR HOME
VIDEO GAMES**



... sometimes just using a Joystick is not enough to beat today's generation of computer games ...

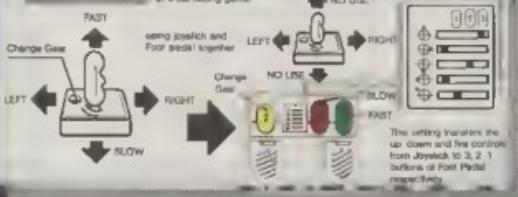
The Foot Pedal Controller works in conjunction with a Joystick ... By aligning any three of the Joystick functions to synchronise with the Foot Pedals it enhances any multi-functional game that includes flying, driving or playing sports ... games-playing will never be the same ...



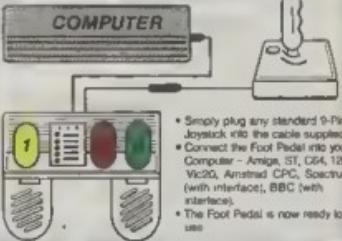
SV-129

EXAMPLE

In a car racing game:



SET UP



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VIDEO

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▲ Fists and feet fly in Final Fight!

FINAL FIGHT

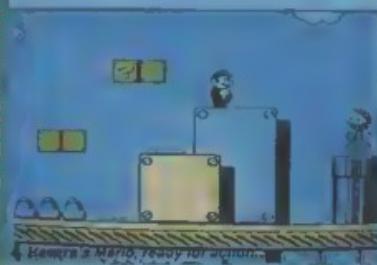
Short and sweet, this one from Gary Peton of Glasgow. Just press = to kill all enemies onscreen.



▲ Plenty of bad dudes to kick your ass!

MAG C POCKETS

Gary Peton strikes back, with a quickie tip for the Super Mario Bros' cool collect 'em up. Pressing P lets you skip through the various levels.



SUPER MARIO BROS 3

As Meno lever sweeps the country for the third time, Leeds lassie Joanne Stansfield sends in a mega tip to grab lots of lovely lives. Take it away, Joanne! On level 5-2, go down the first pipe and, keeping to the right, land on a note box and bounce up to the right. Make your way to the top, avoiding the two turtles. Go up the pipe end, once at the top, climb down the next pipe and it will take you to a secret level. Go to the left and hit the first box which is sticking out. Turn into Super Mario and smash the bricks then hit the big question mark, then collect three extra men. Come out and get yourself killed and then go back inside and repeat the process several times to grab a multitude of coins!

Staying with Super Mario Bros 3, A Belfast chap who didn't include his name has found a cheeky way to stock up on enormous amounts of items! Who do you do it? Read on...

To build up a collection of 28 items, complete world 3-4 then use the hammer to smash the boulder which blocks the path to the boat. Float to the islands to collect extra items, then get killed. Re-enter via 3-4 and repeat the process until you have grabbed your fill of goodies!



▲ Ooh, what's this 'ere then? Looks like trouble!

RAINBOW ISLAND

Brent Jacobz of Capetown, S Africa, has been battling away at this smart NES game for so long he's found this cheat. On the title screen, push up on player two's joystick, to select any of the seven worlds on which to begin



▲ Don't worry about the women - she shows her bum to everyone...

A bit of a stinker, this conversion of the old computer game of the same name, but that doesn't stop James Brotherton from Loughborough, Leics, fiddling about with his joystick to find a handy little cheat mode. Pause the game, press A four times, B three times, B once and A once to receive extra lives.

One of the best road-racing games available for the Megadrive, Keith Harmer of Wallington, Surrey, has been beavering away at Road Rash and has come up with the following level codes:

LEVEL TWO: 00000 00971

0001V 21H0H with the Panda 600

LEVEL THREE: 00000 00IV1

0138E 31I0S with the Panda 600

LEVEL FOUR: 41007 046Q1

113BG 4F505 with the Obleto

LEVEL FIVE: 00000 04KAG

1133S SN246 with the Dieblo

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DINOLAND

SPEEDBALL II

CHILL

KABUKI SOLDIER

MARBLE MADNESS (UK)

SHADOW OF THE BEAST (UK)

PIKA TOUR EXPLORER (UK)

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SPACE BATTLE SAMURAI

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PC ENGINE SCART

3 FREE GAMES (YOUR CHOICE)



RESCUE BLUE NINJA
WEAPON:BLADE ON CHAIN
MAGIC WHIRLWIND TRAVELS ANYWHERE
SPECIALTY USE CHAIN TO SWING FROM CERTAIN ITEMS

RBM - ROLLING BALL MAN

DT - DYNAMITE THROWER

MN - MASKED NINJA

AW - AMAZON WOMAN

FM - FROGMAN

SD - SCUBA DIVER

END LEVEL



STAND ON TOP PLATFORM AND KEEP FIRING

THE VALLEY



level 2

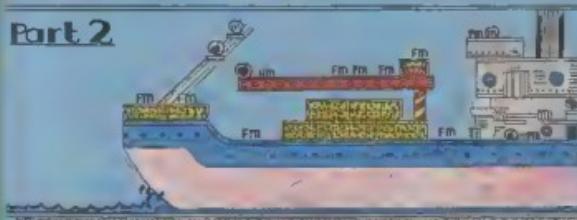


level 1

Part 1



Part 2



THE VALLEY THE HARBOUR

Extra Energy

Extra life

Magic

Bomb

Increase bomb

Fire

Extra Strength

Extra Fire

Extra Water

Extra Wind

Extra Ice

Extra Thunder

Extra Earth

Extra Light

Extra Water

Extra Wind

Extra Ice

Extra Thunder

Extra Earth

Extra Light

Extra Water

Extra Wind

Extra Ice

Extra Thunder

Extra Earth

Extra Light

Extra Water

Extra Wind

Extra Ice

Extra Thunder

(use fire) Jump onto the ice car when it's cold.

Pushed the button at the start of the map.

Pushed the button at the start of the map.

Pushed the button at the start of the map.

Pushed the button at the start of the map.

Pushed the button at the start of the map.

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Pushed the button at the start of the map.

Pushed the button at the start of the map.

Pushed the button at the start of the map.

Pushed the button at the start of the map.

End level

Part 1



RESCUE PINK NINJA
WEAPON - GRENADES
MAGIC - FREEZING
SPECIALITY - WALKING
UPSIDE DOWN ON
LEDGES



Part 2



end level



USE RED AND HIT HELICOPTER AS IT APPEARS IN FRONT OF YOU WATCH OUT FOR KAMIKAZE MAN BELOW

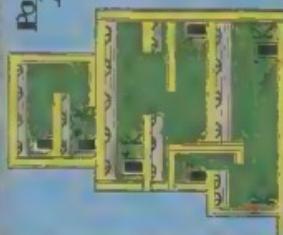
- BOMB
- MORE ENERGY
- INCREASE ENERGY
- NINJA MAGIC
- EXTRA LIFE

JN - JUMPING NINJA
LM - LASER MAN
HM - HAMMER MAN
EM - EXPLODING MAN
GM - GUN MAN

WOOD LANDS

R6 - ROLLING BALL MAN
RBT - BLADE THROWING MAN
MM - MONKEY MAN
TC - TREE CLIMBERS
K - KNIGHT
CS - CHARGING SWORD MAN

Part 2



Part 1

END LEVEL



USE YELLOW AND FIRE AT MEN WHEN THEY DROP FROM HEAD

RESCUE GREEN NINJA
WEAPON - SHURIKEN
MAGIC - EXPLOSION
SPECIALITY - SOMERSAULTS
SENDING A SHOWER OF METAL STARS EVERYWH

SUPER FORMATION SOCCER



I like it! Apart from the odd trevesty that we Pro Soccer, this is the only real football game available on the Famicom. It uses the 3D chip to perform some jaw-dropping effects and you can run in and out of the screen at will. The graphics have a couple of minor faults, but these don't really detract from the overall effect. To all intents and purposes, this is a straightforward football game; you use all the same rules and it plays like most other games in the genre. The music is great and some of the sound effects are a bit special. In one player mode, there's a good laugh and the computer teams are challenging enough to keep you occupied for ages. Where it really comes into its own though, is in two player mode. Against a mate, there's a real laugh. The inclusion of after touch means you can curl the ball in any direction to fool the otherwise intellible goalie. A cracking little game and the only real choice for Famicom football fans!

FRANK O'CONNOR

REVIEW

FAMICOM

£45

BY HUMAN

PC ENGINE DELIGHTS

Serious gamers will no doubt remember the original PC Engine version of this game. It was programmed by Human, a smart Japanese software house. This is still the best football title on the PC Engine. The Famicom conversion retains all the same options but the graphics and sound are vastly enhanced. At first sight this doesn't look anything like the first game, but the gameplay is very similar.

FORMATIONS OF DOOM

The most impressive feature of Formation Soccer is the brilliant formation selection option. This allows you to choose a definite play strategy before the game even starts. You have a wide range of team formations, so you can play a forward game, a defensive game, or even line your players up on the wings. Players take it in turns to choose formation, so the one who picks first will instantly give away his strategy to player two. He player two can then adjust his formation to kick ass all over the pitch!

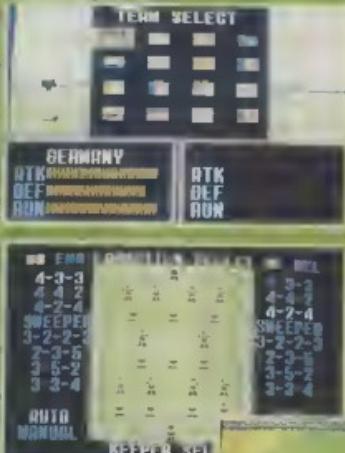
WHY WAS PRO SOCCER SO CRAP?

When Famicom owners first heard that a version of Kick Off 2 was planned for their machine, they must have filled their pants with fright. Thing is, Pro Soccer is a pile of pants. When this game is plugged in, it gives off the rank stench of festering turds. It really is a travesty of a game and they ruined a potentially brilliant soccer sim. Fortunately, Formation Soccer is here to save the day.

▼ Let's play spot the ball!



▼ Choose your favourite



TEAM	POSITION	FORMATION	TEAM	POSITION	FORMATION
GERMANY	ATK	4-2-3	ITALY	ATK	4-4-2
GERMANY	DEF	4-2-2	ITALY	DEF	4-2-4
GERMANY	RUN	3-2-2-1	SPAIN	ATK	3-2-2-2
ENGLAND	ATK	2-3-3	SPAIN	DEF	2-3-5
ENGLAND	DEF	3-2-5	SPAIN	RUN	2-5-2
ENGLAND	RUN	3-3-4	BELGIUM	ATK	2-3-4
ENGLAND	ATK	4-2-2	BELGIUM	DEF	4-4-2
ENGLAND	DEF	4-2-3	BELGIUM	RUN	4-2-4
ENGLAND	RUN	3-2-2-1	GERMANY	ATK	3-2-2-2
ITALY	ATK	4-2-3	GERMANY	DEF	4-4-2
ITALY	DEF	4-2-2	GERMANY	RUN	4-2-4
ITALY	RUN	3-2-2-1	SPAIN	ATK	3-2-2-2
SPAIN	ATK	2-3-3	SPAIN	DEF	2-3-5
SPAIN	DEF	3-2-5	SPAIN	RUN	2-5-2
SPAIN	RUN	3-3-4	BELGIUM	ATK	2-3-4
BELGIUM	ATK	4-2-2	BELGIUM	DEF	4-4-2
BELGIUM	DEF	4-2-3	BELGIUM	RUN	4-2-4
BELGIUM	RUN	3-2-2-1	GERMANY	ATK	3-2-2-2

FAMICOM

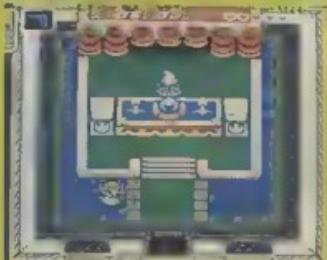
GRAPHICS	89
SOUNDS	87
PLAYABILITY	86
LASTABILITY	88
OVERALL	87

REVIEW

£45

BY NINTENDO

Zelda! To some people, this is the definitive RPG and now it appears in its third incarnation on the Super Famicom. The game features the exploits of a small elf named Link. Zelda is a smart and sassy little princess who spends most of her time getting kidnapped by evil magicians. This causes no end of problems for the hapless Link, as he's the one who always has to bail her out. Link is a strong lad and dead brave too. He must be strong though, because he can carry a quite unfeasibly large amount of stuff in his magic pockets. Armed initially with a small sword, his weaponry can be upgraded as you progress and certain weapons are needed for certain baddies. The game is viewed from a bird's eye perspective and you walk around the world of Zelda fighting baddies. The map is huge and map-making skills would be an advantage.



As well as the gauntlet style shooting and bashing, you will have to use your brain to solve some rather tricky puzzles. Persistence and patience are required, but the game has a useful battery back-up facility, so you can turn off and continue later.



I didn't half like the first two Zelda games and this one is a real sight for sore eyes. The success of the first two games was largely due to the immediately accessible arcade style of play. Zelda 3 retains this and the elements of strategy and adventure are added extras rather than annoying extras. The game has a lot in common with Gauntlet and games of that ilk. Most of the logic problems involve finding your way out of traps and mazes. You'll also have to decide which weapons or magic powers are best suited to certain levels. The graphics are very simple, but the animation is fluid and the game is packed full of colour. Sound-wise, Zelda 3 is spot-on. It has some great orchestral scores and lovely sound effects throughout. The Japanese text might look daunting, but it doesn't affect the game play much at all. If you liked the first two games, or you fancy a spot of RPG rated malarkey, then get this straight away, it's a corker!

FRANK O'CONNOR



▲ Wonder what this magician will sell me?

▲ Spooky goings on in the underworld!

MAGICAL MYSTERY TOUR

The main ingredient of the Zelda games is sorcery. In this respect, Zelda 3 is no different from the other games in the series. There are various magical spells available, but easily the most important is the magic mirror. This allows you to teleport all will from a number of magic squares in the magical kingdom. This makes getting around the world a lot easier. One snag though, the mirror can be lost if you try to teleport through the evil underworld. Gads-zooks!



The Legend of ZELDA III

TWO DIMENSIONAL MALARKEY

Zelda is a huge game, but the shocking discovery of a parallel dimension makes it even bigger. This other dimension is an evil version of the Zelda world. The baddies change and the vegetation looks on a similar aspect, but other than that, the layout is identical. You need to flip between worlds using the mirror if you are to complete the game, as the evil dimension contains some essential spells and weapons. One thing about Zelda 3 is the Japanese text. You'd be forgiven for thinking this made the game impossible to play, but you couldn't be more wrong. All you have to know is the difference between yes and no. Yes is always placed at the top of your reply list and you can complete the game quite happily just by replying yes to any questions. It might work out expensive in terms of what you can afford to buy in shops, but it's better to be safe than sorry.



▲ A whole world spread out before you!



FAMICOM

GRAPHICS	85
SOUNDS	87
PLAYABILITY	90
LASTABILITY	90
OVERALL	89

REVIEW

PC

£35.99

BY SSI/US GOLD



The time for battle has come. Fresh from your exploits with the forces of evil in Eya of the Beholder, there's no time to rest and take things easy because foul things are about once again. This time round there's just one hope for mankind - a direct assault on the dreaded Temple of Dorkmoon. But who will lead this treacherous mission? Who is brave enough, strong enough, intelligent enough and lookaheady enough to accept such a gruesome challenge? That's right matey, take two steps forward because it's gonna be you!



Eya of the Beholder was a brilliant RPG and you'd think it would take some beating, but not this sequel takes the original formula and improves upon it no end. The graphics have been revamped, the control system tweaked and the overall feel is much smoother and friendlier. RPGs tend to be a bit daunting for spaced-out laser junkies like myself, but Eya of the Beholder is a different kettle of fish. The control system is dead easy to get to grips with and the atmospheric quality draws you in. There are more traps and surprises in this sequel than in the original game. Finding your way out of the forest is hard enough, but the dungeons are truly labyrinthine. Music-wise, this is much the same as most PC games, a bit of a dead loss. The tunes are grim and uninspiring, but fortunately the decent sound effects save it. If you enjoyed the first game, then you'll find this is much more than a few extra levels. Watch out for it!

FRANK O'CONNOR

WHO'S WHO AND WHAT'S WHAT?

With plenty of character types to choose from in EOB2, it's worth getting to know what they can and can't do, so here's a quick rundown on each:

With plenty of character types to choose from in EOB2, it's worth getting to know what they can and can't do, so here's a quick rundown on each:

Dwarves: Short, stocky and fit - these little fellas are reliable team members.

Elves: Slimmer and shorter than humans, they're quick on their feet and good in a crisis.

Gnomes: Small in stature, high in intelligence but low on wisdom. Fairly foolhardy.

Half-elves: Taller and heavier than most elves, they're mostly immune to spellcasting - well handy!

Halflings: A friendly race fairly resistant to magic and good with sling shots.

Humans: You know all about them!

Well, all this then?



ALL SORTS OF FAB FOLK

All races have their own classes, or types, of individuals. They include Clerics (boiling book and spell lovers), Fighters (humans), Mages (more magicky types), Paladins (elite warriors, cor), Rangers (hunting and trekkers) and Thieves (light fingered types). Make sure you get a good cross section in your team!



A Crikey! Er's a somethin' 'orrible!

Looks like it's time for a scrap...



It's amazing the people you meet... ▶



MAJOR MAGIC MALARKEY

Magic moments are the order of the day in EOB2, with plenty of chances to use spells 'n' stuff to aid you in your quest. Characters such as mages and clerics can cast spells, but they have to have a bit of a rest before they can let loose their talents. Spells can be conjured up either by memorisation or prayer. The first is infinitely preferable, 'cos you don't have to put up with someone mumbling to himself for ages and throwing holy water all over the place...



REVIEW

EYE OF THE BEHOLDER II



▲ So what does this do? Time to find out!

Eye Of The Beholder was the game which changed the face of role playing adventures, making them more fun than ever before. Everyone's been waiting for the sequel for ages, andSSI have turned in a fine product which more than does justice to the original. Basically this is an expansion of the first (although of course you can play it if you're new to the game) with tweaks and improvements to graphics and gameplay. In one way that's a great strength, in another it's a weakness: fans of the first game will have kittens over this, while those who were looking for a significant march forward will be a tad disappointed. Just a tad, mind you, because nobody could realistically have asked any more of a sequel than EOB2 delivers - a solid, improved, more challenging variation of the original and one which should keep EOB devotees happy for a very long time...

TIM BOONE

EYE EYE CAP'N!

Just like the original, EOB gives you the chance to choose your team and modify their strengths and weaknesses for maximum effectiveness. Roll the dice to choose the attributes of your party, select individuals from all walks of life and kit them out with the goods you think they'll need. It's crucial that you get the right mix, because each individual's skills and talents could spell the difference between victory and disaster!



OOH, THAT'S A BIG 'UN!

Still shivering over the gruesome horrors of the first EOB adventure? Well, the sequel features nasties so horrifyingly terrible they'll have you screaming for mum the second you clag eyes on them! They'll sneak up on you from behind, encircle your party and let rip before you have a chance to say "Ooh, what's just bitten my bum?" Luckily you can fight back with all manner of weapons from stones to swords.



UPDATE

Amiga and ST owning EOB fans can look forward to this in the not-too-distant. You can still get your hands on the original, by the way, and it's grand.

PC	85
GRAPHICS	85
SOUNDS	85
PLAYABILITY	86
LASTABILITY	86
OVERALL	86

THE CVG CHALLENGE



IT'S BACK! It's bed! It's totally rad! It's Britain's greatest games playing contest. It's the CVG Challenge - where we pluck one lucky reader from Sadie's throbbing High Scores mailbag and whisk them from the humdrum of everyday life to the glitz and glamour of CVG Towers to take on the big boys at the game of their choice! Want to play in the big leagues? Send in those High Scores sharpish! Here's Sadie to tell you all about it...



This month's lucky so-and-so, pulled out of your pitiful pile of High Scores, was Surrey lad Matthew Pont - who nearly filled his trousers when CVG phoned him up and asked him to come down to the big Smoke for the game of his life. Matthew had claimed a monstrously high 884-10 vs Revolver in Microsoft's brilliant Speedball 2 - so I insisted he come down to London and test his mettle against CVG wimpes Paul Rand, Frank O'Connor and Tim Boone. Tenalon was high, Frank almost wet himself when he found out just how good Matthew was and Paul threw his hands about yelling "Oh God! Oh God!" in that fidgeting, nervous sort of way.

CHALLENGE 1 SPEEDBALL 2 (MEGADRIVE)

SPEEDBALL 2

MATCH 1 FRANK O' CONNOR

Before the game started, Scotland's answer to Bonnie Langford started blubbing wildly and claimed he needed more practice - until I booted him in front of the monitor and threatened him with Bullseye videos.

Things went badly for Frank in the first game - Matthew took control almost immediately slinging straight up the pitch to stem in his first goal. Before the hapless Frank knew what was going on, Matthew was whacking the ball off the bonus stars at the side of the screen before flinging another straight into the back of the goal. Frank, concentrating hard, managed to pop in two reasonable efforts, but in a fit of blind temper, Matthew obliterated him finishing the first game 125-20! Gah dear. Frank was blubbing uncontrollably by now, but managed to get a grip of himself for the next game. Frank took an early lead and was doing well. Matthew however, was not even remotely bothered and by the time the final whistle blew, he'd won 51-50. Frank left in disgrace and in the hull!

MATCH 2 TIM BOONE

The Big Ed was up next, wringing his hands and looking a bit too confident for his own good. "No worries", he announced,

and started running rings around the challenger and making good use of the bonus objects and the centre dome. But it was not to be. In the second half, Matthew took control and scored some truly inspired goals. He was a silvis blur and the man Boone didn't stand a chance. The final score of the first game was a massive 74-10 in Matthew's favour. Tim gripped his joystick a little tighter and started the second game. Like a whirling dervish he sped up and down the pitch, dodging left, feigning right. Matthew made several valiant efforts to regain the lead, but the wrath of angry Boone was just too much and the final score stood at 36-34. The next game was a different matter entirely. Hard fought and exciting to watch, only three goals were scored. Unfortunately for Tim, two of them were Matthew's. It was all over, and we left Tim alone to cry quietly in the corner.

MATCH 3

PAUL RAND

In swep! Paul, his ego billowing behind him. "I'm 'erd, I am!", he cried. Matthew looked more than a little nervous and started shifting uncomfortably in his chair. The game was a corker. Hard fought and tense, the match seemed to take forever. In the first match, Matthew managed to score only one rather sed goal. This man Rand, on the other hand, was unstoppable. As the game progressed, Paul's defensive

strategy paid dividends. Matthew couldn't keep up and Paul's keeper stopped some very brave tries. Rand soared up the screen and slammed a ball in the goal. On the way up, he spanned the ball off the centre dome and tried to hold onto his slim lead of two points. As the final whistle was about to blow, he rocketed another into the goal, securing a win. In the last match, Matthew grimaced and prepared for the next game. It was too late though. Paul's special Speedball underpants were glowing with an intense fury and he began to humiliate poor Matthew. Paul, the evil load that he is, showed no mercy. Shoving off, he ran rings around Matthew and instantly became the World's Most Obnoxious Turd. Whooping with pleasure, he won the match with ease, 42-34. Unglorious in victory, he called Matthew poopy-drawers and ran around the room like the spoiled brat he is.

Paul, fails to notice Frank's pranks

So Matthew had won the first leg, but the sneakiness of the CVG team knows no bounds. Outfit despicably, the boys trumped up an imaginary second leg from nowhere. "You'll have to beat us at Kick Off 2 if you want a prize!" they said. "That's OK", replied Matthew, "I'm really good at it!". The mood quickly changed. Tim threatened to go the huff and Frank looked more like a big girl's blouse than the one I was wearing. Paul, however, was ecstatic. "No-one has ever beaten me at Kick Off," he announced proudly as laughter filled the room.



The men Boone cackling his pants!



CHALLENGE 2 KICK OFF 2 (AMIGA)

KICK-OFF 2

MATCH 1

FRANK O'CONNOR

Frank began with rare promise, taking an early 1-0 lead, but complacency led to some stupid mistakes, allowing Matthew to equalise in the second half and hold on for a score of 1-1 until the final whistle. Extra time saw no goals and the game went to penalties. Frank, a particularly unfortunate case, whined about his lack of penalty skill and the final score held up his claims - Matthew 5, Frank 3. Tears and tantrums for a good fifteen minutes before Tim took the joystick.

MATCH 2

TIM BOONE

An exciting match with a few spectacular attempts on goal. Both players managed to hold off the other to keep the score at 0-0 come half time. Things took a turn for the worse in the second half, however. Matthew's defence was as capable as his attack and, while Tim couldn't get anywhere near goal, the young challenger stormed up the pitch and launched a rocket of a shot, sending the Ed's keeper in entirely the wrong direction, and that's where it stayed. When the final whistle blew, it was Matthew 1, Tim zilch. Tim took it defeat slightly better than Frank, keeping his frustration to a short display of foot-stamping and holding his breath until he turned blue.



Boone's trousers are messy with pee.

MATCH 3

PAUL RAND

CVG's self-proclaimed Kick Off champion took his position and what a sight he was. He had brought his special Kick Off joystick and was wearing his lucky vest - the one with beer stains on. What followed was one of the most outrageous displays of gaming prowess ever. All the players did well, but Rand was inspired. A strange silence fell over the smell crowd of onlookers as Paul worked his magic. He was like a god - a pale, skinny and rather pathetic god, but a god nonetheless. Shot after shot saw his half time score at 4-0 - and still he wanted more. Matthew put up a brave, if somewhat toothless, challenge but to no avail. When the final whistle blew, Paul had scored a massive 6-0. The CVG boys were jubilant.

The spoils of war as ready escapes with his goodies!



However, Randy's gaming skills could not stop the anti-climatic. Matthew had won four games, CVG had won two. Melihew was the winner! Graceful in defeat, the CVG crew shook Matthew's hand and wished him well - except Frank, who crouched, bubbling, in the toilet - and the lucky lad walked off with an armful of free software and a caricature to prove his achievement. Think you can do better, wimpsons? Send in those high scores and I'll pick some spammy winners out of the bag!



Frank takes his defeat with dignity.

SADIE

OFFICIAL U.K. HIGH SCORES

DEAR WIMPS

Well, by the time you read this, you'll all be loo fat and lazy to get any remarkable high scores. The Christmas turkey is now a wasteland of curries and casseroles and all your prasenias have lost their appeal. Still, a lot of you

will have received game-related prazzies from Santa and I expect to see lots of console scores and lots of Amiga show-offs next time.

EAGLE	
A corking golf score!	Chris Skok, Watford, London.
Obviously inspired by Paul Rand's incredible golfing antics in last month's issue! If you think you can do better, put on your special golfing underpants and get out to the Nintendo golf club and start swinging.	AUSTRALIA 37.81 SECS
F1 RACE	Chris Skok, Epsom, Surrey
TETRIS	212 LINES
SUPER MARIO LAND	COMPLETED
DUCK TALES	COMPLETED
WORLD CUP	COMPLETED
GOLF	-20 JAPAN -12 USA
BURAI FIGHTER DELUXE	846,810 ACE

MEGADRIVE

Whoa! The Megadrive is going through a bit of a renaissance! There are two, count 'em, two strategy games in the scores table! Tim Kelly's score on EA Ice Hockey is a bit suspect though, seeing as the Soviet Union doesn't exist anymore.

EA ICE HOCKEY	44-4 SOVIET UNION VS USA
Tim Kelly, Bletchley, Milton Keynes	
STAR CONTROL	COMPLETE ON AWESOME
Tim Kelly, Bletchley, Milton Keynes	
ROAD NASH	NEOWOOD COUNSE, 1 MIN 2 SECONOS
Hebert Parsons, Highgryve, Landon	
STREETS OF NAOE	\$10,500
Steven Cheung, Fosham, Sheffield	
MIDNIGHT RESISTANCE	COMPLETED
Paul Blackwell, Tilehurst, Reading	
STAR FLIGHT	COMPLETED - 953,000 MVS LEFT
Russell Tiffin, Walton on Thames, Surrey	
JOHN MADDEN'S	HOUNDSTOOTH ? ALL MADDEN'S
John Tiffin, Walton on Thames, Surrey	

Wall, by the time you read this, you'll all be loo fat and lazy to get any remarkable high scores. The Christmas turkey is now a wasteland of curries and casseroles and all your prasenias have lost their appeal. Still, a lot of you

will have received game-related prazzies from Santa and I expect to see lots of console scores and lots of Amiga show-offs next time.

SADIE

A R SYSTEM

Anthony Bell's amazing scores on P-Wrestling is one to beat! Alex Kild makes a long overdue appearance on the chart again and we have an entry from none other than Brian Ferry. Obviously when he's not making smoochy pop songs, he enjoys a spot of Master System related malarkey!

HANG ON	624,618
DANNY BEACH, Peterborough, Cambs.	
PRO WRESTLING	555,000 COMPLETE
Anthony 'Oing-Deng' Bell, Bucknell, Staffs.	
ALEX KIDD IN MIRACLE WORLD	97,800
Andy Hobbs, Abergavenny, Wales.	
BUBBLE BOBBLE	3,060,625
Brian Ferry, Hamilton, Scotland	
DOUBLE DRAGON	73,199
Peter Mason, Ruddington, Nottingham	

SUPER FAMICOM

Simon Wilmer gets the ultimate score on Geoman Warrior, completed with the max number of points possible. What a guy! Super Ghoale 'n' Ghast is almost impossible on hard mode, but not if you're the high-on-superhuman Simon Wilmer. I bet he drinks Carling Black Label.

SUPER GHOULES 'N' GHOSTS	50,000 HARD
Simon Wilmer, Cheltenham, Glos.	
ACTRAISER	23,240
Ryan Sarl, Hitchin, Herts.	
GEOMAH WARRIOR	98,800 FINISHED
Simon Wilmer, Cheltenham, Glos.	
PILOTWINGS	COMPLETE
Daniel Patch, Orrell, Essex	
FINAL FIGHT	2,396,193
Tom Ambridge, Bank Cottage, Little Chesterfield	

ARCADE

Lots of good scores this month, but let's see some for games like Starblade and Steel Talons. Come and have a go if you think you're hard enough.

PITFIGHTER	3,081,390 COMPLETED
Jeff Wright, Kidderminster, Worcs.	

ARCADE

TIME TRAVELLER Jez Matthews, Buriton, Surrey	779,360
MAD DOG MACREE James Leach, Wells, Somerset	23,850
BLOOD BROS. Lloyd Wright, Kidderminster, Worcs.	235,500
THE SIMPSDONS Steve Johnson, Chelmsford, Essex	299 COMPLETED

SPECTRUM

A superb score for World Class Rugby, from Mark Kerner of Clapham. Next month though, Lemmings will have been in the shops so there's no excuse for not sending in some smart Lemming related scores.

R-TYPE Robert Revel, 8, York, Scarborough	153,000
SPACE INVADERS Mike Anson, 11, Avon	COMPLETED
MI-MI CHASE Alan Andrews, Bath, Avon	93,640 COMPLETED
WORLD CLASS RUGBY Mark Kerner, Clapham, London	WDN FINAL 17-0
750CC GRAND PRIX Alex Dyer, Chippenham, Wiltshire	COMPLETED 1ST PLACE

ST

Two outstanding scores on the ST chart this month, Kick Off 2 got the treatment from Paul Youdan and there's a fairly massive score on Speedball 2. Look out next month for scores on WWF and the other Christmas biggies.

SPEEDBALL 2 Martin Tamm, Rochester, Kent	144-2 VS SUPER NASHWAN
SUPERCARS 2 Paul Youdan, Morden, Herts.	COMPLETED 35 POINTS
KICK OFF 2 Paul Youdan, Morden, Herts.	45-0 ON 4TH DIVISION
SWIV Gillian Williams, Penzance, Cornwall	187,756

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you weaklings. Fill out the form below and send it to SCORE WITH SADIE at the usual CVG address. If your scores are good enough, they'll be printed in my Highscore Tables, and outstanding scorers may be called on to go up against the drooling CVG reviewers and a software house champion, with an expensive piece of computer or console gear (depending on what you already own) as a prize!

DEAR SADIE, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

GAME _____ SCORE _____
 GAME _____ SCORE _____
 GAME _____ SCORE _____

NAME: _____
 ADDRESS: _____

TELEPHONE NUMBER: _____
 MY MACHINE IS: _____

F109
Alan Murray, Delketh, Scotland

BLASTERIOS
Michael Leonard, Black Forest, Australia

13170 CVG/PATENT

\$387,810

NINTENDO

A massive Mario 3 achievement! James Celchpole in Bedford, if you think you've got the balls to beat that, then send in your score. The classic original Mario also gave a rather astounding drubbing from Trevor Thorncroft of Southampton...he completed a massive 18 times in a row, must have taken hours!

BUBBLE BOBBLE Peter Barnee, Dakworth, Keighley	COMPLETED 1,072,000
TEENAGE MUTANT HERO TURTLES Derek Rutherford, Portsmouth, Hants.	180,200
KUNG FU MASTER Evander McIver, Rosyth, Scotland	230,120
SUPER MARIO 3 James Celchpole, Bedford, Lincs.	CDMPLETED 50 LIVES LEFT
SUPER MARIO 64 Trevor Thorncroft, Southampton, Hampshire	C+MP ETED 19 TIMES

A

Has Scotland give Australia a hard time? They deserve it Martin Benedetti's superb Rugby World Cup result! Paul Beresford was a bit impressive too, as he tears round the herd level of Lelus Turbo. Think you can beat that? Then get writing!

MAN UNITED EUROPE Simon Wren, Braintree, Essex	9-1 VS SLAVIA SOFIA
GODS Paul Beresford, Chippenham, Wiltshire	3,914,878
LD TUS TURBO Paul Beresford, Chippenham, Wiltshire	148 HARD
KICK D OFF 2 Paul Rand, CVG Towers, London	22-0 VS SAD JERRY HALL
Andrew Hartlage, Ladybridge, Bolton	
RUGBY THE WORLD CUP Martin Benedetti, Dennistoun, Glasgow	84-3 SCOTLAND V AUSTRALIA
TERMINATOR 2 Matthew Williams, St. Asaph, Wales	233,300 COMPLETE

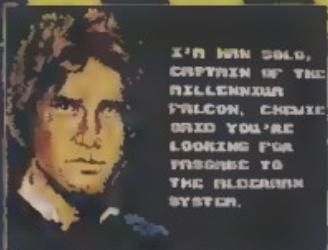
REVIEW

NES

£35.00

BY JVC/LUCASFILM

A long time ago, in a galaxy far, far away... Star Wars is still one of the most successful movies of all time. All things to everyone: adventure, love story, visual spectacle, Star Wars has it all! The game follows the movie's plot faithfully and includes all its major elements. You start off on Tatooine, Luke's home planet. From here you have to enlist the aid of R2D2, Ben Kenobi and Han Solo. Once you have Han Solo working for you, you can zoom off to the Death Star via a large asteroid field. Most of the game is a scrolling platform romp, but there are various sub-games, including a 3-D section in the middle. It's all there, so get going!

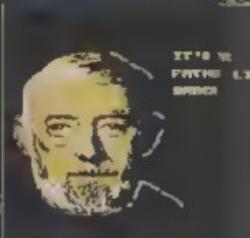
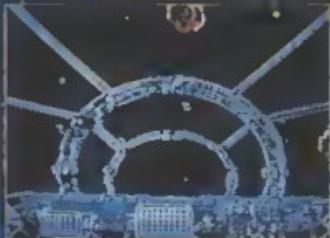


▲ He's hard -
He's Han Solo!

I'M HAN SOLO,
CAPTAIN OF THE
MILLENNIUM
FALCON. COME
ON! YOU'RE
LOOKING FOR
PRIZEBIRD TO
THE MILLENNIUM
SYSTEM.



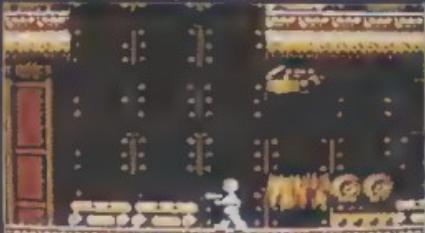
STAR WARS



X-WING ANTICS

There are two 3-D sections in the game, one in the Millennium Falcon and one in the famous X-Wing fighter. In the first, you as Han Solo have to fly the Falcon through an asteroid field on the way to the Death Star. This is extremely tricky. The second 3-D bit is when you fly the X-Wing through Tie-Fighter infested space. This section leads on to a vertically scrolling shoot-'em-up over the surface and into the trenches of the Death Star.

▼ Loads of levels to explore - hurrah!



USE THE FORCE

You can't actually use The Force in the game, but there are a few mysterious tricks you'll need to learn. The first obstacles are jump related - Luke can jump quite far, but he'll leap a good bit higher if you discover his amazing sprinting ability. Like the Mario games, you hold down line to run, which makes Luke leap a whole lot further and enables him to reach those otherwise inaccessible ledges. Learning to control the momentum of Luke and the other characters is also vital, so you'll need plenty of practice.



REVIEW



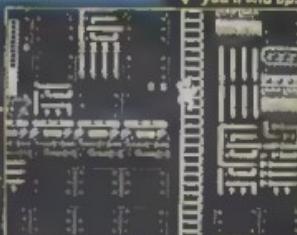
STAR WARS

ALL PALS TOGETHER

You have to use all the good guys from the movie if you want to complete the game. Starting with Luke and C3PO, you seek the assistance of R2D2. Once you have him, Ben Kenobi will join the fun. Next you have to find Han Solo and, finally, Princess Leia. Each character can be controlled and they all have their uses and it's up to you to find out who does what best. The film plot gives clues, so you shouldn't have much problem figuring it out!

UPDATE

Sorry Skywalker's, but if this game is your cup of tea the NES is the place to be. Sniff.



It's taken a while to touch down (say about 15 years) but this game is legit! Lucasfilm have really gone to town here, turning in a game and a half which will have you doing a double take to prove you're actually playing an NES. There's nothing quite like this one anywhere, 'cos it's so faithful to the swashbuckling adventure appeal of the movie itself. Looking very Luke-like you journey through some gorgeous graphics to complete one mutha of a tough task! The sound track really stands out, ranking among the best I've ever heard on the 8-bit Nintendo. But at the end of the day what I really like about this game is the way it so closely mirrors the excitement and drama of one of the greatest movies ever. This is the one the fans have been waiting for, and here it is at last!

TIM BOONE

Star Wars is one smart card! It has all your favourite bits of the movie and a few goodies which weren't strictly in the film. The plot has been doctored slightly to make the game flow a little more smoothly, but you have to do everything in the right order. The

main part of the game, a scrolling platform romp is great fun, with death-defying leaps and lots of alien scum to blast. The graphics, considering this is an NES, are completely groovy, with smooth scrolling, top-notch sprites and wonderful backdrops. The cart contains a special music chip which enhances the NES sound capabilities. What this means to you and I is that there are some thumping renditions of the movie themes, as well as brilliant sound effects. The game is huge, you can play for an hour and still only complete five or six percent of the whole thing! Definitely the best film tie-in on the NES and one of the best Nintendo carts for ages!

FRANK O'CONNOR

WHY IS C3PO SO CRAP?

Although C3PO is with you all the way through the game, he's completely crap. He doesn't do anything at all except complain all the time. He can't shoot, he can't jump and he can't even speak different languages like he's supposed to. This isn't actually an option, but it wouldn't be a bad idea to leave him in the Jawa sandcrawler. At least they could make him into something useful, like a trumpet or a waffle iron.

Don't get lost
on the ladder,
cos you never
know where
you'll end up...

X-WING ANTICS

There are two 3-D sections in the game, one in the Millennium Falcon and one in the famous X-Wing fighter. In the first, you as Han Solo have to fly the Falcon through an asteroid field on the way to the Death Star. This is extremely tricky. The second 3D bit is when you fly the X-Wing through TIE Fighter infested space. This section leads on to a vertically scrolling shoot 'em up over the surface and into the trenches of the Death Star.



BY SCRIBBLES SHOW
THAT RE-DO IS
LOCATED IN THE
ENDOCRINE.

NES	91
GRAPHICS	92
SOUNDS	90
PLAYABILITY	90
LASTABILITY	90
OVERALL	91

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RTS CGV CHARTS CGV CHARTS CGV

TOP 20

GALLUP ALL FORMATS

THIS LAST GAME

BY

- | | | |
|-----|----|-----------------------|
| 1. | NE | WWF WRESLEMANIA |
| 2. | 2 | THE SIMPSONS |
| 3. | 1 | TERMINATOR 2 |
| 4. | NE | TURTLES 2 |
| 5. | 5 | DIRTY COLLECTION |
| 6. | 7 | FINAL FIGHT |
| 7. | 9 | LOTUS 2 |
| 8. | 10 | BIG BOX |
| 9. | 3 | PITFIGHTER |
| 10. | 13 | ROBOCOO |
| 11. | 14 | RAINBOW COLLECTION |
| 12. | 4 | HEIMDALL |
| 13. | NE | SOCER STARS |
| 14. | NE | TEENAGE TURTLES |
| 15. | NE | SMASH TV |
| 16. | 17 | JIMMY WHITE'S SNOOKER |
| 17. | 6 | MAN UTO EUROPE |
| 18. | 19 | BOARD GENIUS |
| 19. | 11 | WORLD CLASS RUGBY |
| 20. | 15 | CARTOON COLLECTION |

WWF tops the chart as expected! There's some hefty competition up there, though - so let's see what happens next month!

CGW CHARTS CGW



AMIGA

1	NEWWF WRESTLEMANIA	OCEAN
2	SIMPSONS	OCEAN
3	ROBODOOD	MILLENIUM
4	HEIMDALL	CDRE
5	LOTUS 2	GREMLIN
6	JIMMY WHITE'S	VIRGIN
7	NEBATLLE ISLE	UBISDFT
8	ALIEN BREED	TEAM 17
9	NELEANDER	PSYGNDSIS
10	FIRST SAMURAI	MIRDRSDFT

Yup, WWF does it on Amiga, pushing Simpsons to number 2! Keep your eye on Leander though - it came from nowhere and could take the chart by storm!



IS OLIVER THERE?

ATARI ST

1	NEWWF WRESTLEMANIA	OCEAN
2	SIMPSONS	OCEAN
3	LEMINGS	PSYGNDSIS
4	LDTUS 2	GREMLIN
5	JIMMY WHITE'S	VIRGIN
6	NETEENAGE TURTLES	MIRRDRSDFT
7	MICROPROSE GDLF	MICRDPDSE
8	NEDIZZY COLLECTDN	CODEMASTERS
9	NERUGBY WORLD CUP	DOMARK
10	NESILENT SERVICE II	MICRDPROSE

It's those Wrestlemenace egeln, with Bert doing his thing et second piece. Look out for more Turtles-related Jepery though, 'cos they'll be hitting hard pretty darned soon!



PC ENGINE

Just as we suspected, the brilliant conversion of Gradius holds the number one spot. Look out next month for its brilliant eequale, Selamender and Perodue. New in the chart is a smart conversion of vertical shooter, Raiden Tred, apparently, it's nigh on perfect!

1	GRADIUS
2	RAIDEN TRAD
3	CORYDON
4	MAGICAL CHASE
5	PC KID 2



RTS CVG CHARTS CVG CHARTS CVG

MEGADRIVE

Electronic Arts' fabboony platform adventure takes its coveted top spot and is closely followed by the long awaited John Madden's 92. Crapping in st number five is Madden's only competition, the chock full-o-spash Joe Montana 2!

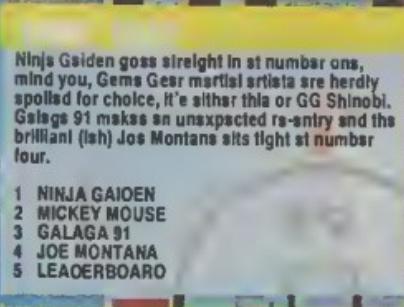
- 1 ROBOCOO
- 2 JOHN MADDEN'S 92
- 3 F22
- 4 GOLOEN AXE 2
- 5 JOE MONTANA 2



LYNX

Atari's impressive conversion of Stun Runner is the obvious choice for the top slot and it's not surprising with superb graphics and tons of sploshed spash. Stun Runner will certainly turn heads on the bus trip home! Robotron isn't too shabby either, although we were a bit concerned about the control method!

- 1 STUN RUNNER
- 2 ROBOTRON
- 3 HARO ORIN'
- 4 VIKING CHILD
- 5 SCRAPPYARD OOG



Be quick on the draw... and WIN A VIDEO!!!

Courtesy of
Gremlin
Graphics



Fancy the chance to watch all your favourite films in the comfort of your own bedroom? Want to own one of the spookiest videos ever? Want to tell people to bog off when they try to get their mitts on your wonder machine? Read on...

Those great gamesters at Gremlin Graphics are so proud of their forthcoming top gaming treat Video Kid that they're giving away a video to the lucky winner of yet another great CVG compo!

It's true - our lucky video victor will walk off with one of the labiate videos around and be able to tape all that great movie mayhem with a machine worth, wait for it, FIVE HUNDRED POUNDS! As you can see from these screenshots, Video Kid is set for stardom as a top treat on Amiga and STs everywhere - featuring the adventures of our hero after being sucked into a VCR!



Video Kid awakes to find himself in a video world chock-a-block full of twists and surprises. We've seen early demos of the game and it's looking a right old laff. Full review next iss. Anyway, back to the compo. What do you have to do to win this very large slice of video brilliance? It's simple - we want you to draw a character for the game. You can draw whatever you like as long as your character fits the style of the game (in other words it's fun) and looks good.



Easy eh? So what are you waiting for? Grab your bits of paper and drawing stuff, drew that brit character and send the whole lot off to GIMME THAT VID, KID, CVG TOWERS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. So get your entry in by February 10 and amaze us with your fab Vid Kidness!

Small print: Hey, the type's gone all tiny - which means we'd better tell you that all the usual CVG compo rules apply which means you can't enter if you're anything whatsoever to us or Gremlin or CVG or your name's Damien Johnston and you live in Harrow-On-The-Hill. Other than that you can

enter as many times as you like. The Editor's decision is final and don't phone us to find out how you're getting on or Franks will rack up your phone bill with true and interesting stories about boring old bath.



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REVIEW

MEGADRIVE**£35**

BY TRECO

WHACK! Two Megadrive beat 'em up thumped their way into the office just in time for this issue, so we thought we'd put them head to head in another CVG at-up special. Which one comes out on top? Read on and find out!



Take two fighting masters, put them into an arena and let them scrap it out! There can be only one winner, with no points at all or second place. Nothing matters except victory - and at any cost. That's Fighting Masters for you, the game which pits you against a wide variety of opponents in all sorts of mystical places. Discover your secret moves, plan your tactics and let rip as your opponent attempts to do exactly the same. In this sport only the toughest survive, so have you got what it takes to be top of the pile?

CHOOSE YOUR HERO!

Fighting Masters features no less than 12 individual scrapping champs, each with their own special characteristics. Here they are:



Hurrah! Here is a pretty nifty one-on-one scrapping game on the Megadrive, and it works really well! Obviously influenced by Streetfighter, this is basically a stripped down version of everybody's fave arcade thumper - and I have to say it works very well. Graphics are fine, sound's a tad whiffy, but gameplay has been well designed for maximum fun. In one player mode the game can become a tad slow, but find a chum to fight with and this can't really take off! Everyone will find their own favourite character (mine's Dio) and perfect their skills to take on all comers. When people start yelling while they play you know the game's a good 'un - and if one player mode was more fun this game would definitely accrue a CVG Hit. As it is, it's the tops in two-player mode and guaranteed fun for fist fighting pals everywhere!

TIM BOONE



▲ go on, Goldrock! Give 'im hell!

SIMPLE BUT FUN!

Fighting Masters couldn't be simpler, choose your fighter and slug it out with either a computer-controlled opponent or a chum for two-player fun. There are few rules and the match is over when one of you is chewing the dirt. Simple and fun!

STREETFIGHTING AGAIN?

It has to be said Fighting Masters is the closest yet to the thrills 'n' spills of Streetfighter on the Megadrive. The influence is obvious, but the game is much simpler than the arcade classic. Fairly, though!



▲ Madusa's got a 'crush' on Goldrock.

LARRY: A human from Earth, our Larry's a real muscle man with plenty of stamina and speed. Great at biscuits, but lacking way-out skills.



ELEPHA: Champion of the planet Mega, Elepha's a big old boy who knows how to use his weight to full effect. Tends to be a bit slow at times, though.



FLAMER: Hot from planet Odd, this guy can breath fire and pack a pretty powerful punch as well. Good at attack but pretty poor on defensive moves.



MORIN: Hailing from the planet Iona, she may be a gibbie but Morin sure knows how to pack a punch with the pair of fighting sticks she carries. Swift and agile, but not too strong.



BEOWOLF: Straight from the planet Orion, Beowolf has the deadliest fingers in the business - they're made of steel blades! As a special move he can turn himself into a spinning blade, but is surprisingly easy to dust.



GRAPHICS	80
SOUNDS	81
PLAYABILITY	95
LASTABILITY	91
OVERALL	



An unusual twist, I suppose - monstros in a wrestling ring. Perhaps a clever way to jump on the whole wrestling games bandwagon. It's just a pity that Beast Warriors is a pile of old crap. Nothing about it is remotely exciting. The graphics, although looking quite nice in these static screenshots, animals pathetically and the shadows beneath them are a complete joke: they flicker and they're all exactly the same size and shape! Sound is pretty atrocious, especially the in-game tunes which are completely ill-fitting. Gamplay is dull, aimless and annoying in equisports. Half the time the monsters don't seem to respond to the controls and I simply couldn't be bothered to sit around and find out what the other half was like. Actually, Beast Warriors has made me feel quite ill, so I don't want to write any more about it.

PAUL RAND

▼ This ring's electrifying!

WHERE ARE THE ROPES?

No ropes cordon off this wrestling ring - it's electrified! Throw your opponent onto the invisible force field and he's toasted for a couple of seconds before falling unconsciously to the floor. Just the right time to give 'em a damn good kicking!

If you think the music during the game is a bit on the poor side, you might like to hunt out a few of these beastly tunes and play them at full blast! *Get It On* - T Rex; *Crocodile Rock* - Elton John; *I'll Be There* - The Four Tops; *American Pie* - Don MacLean; *Anything* by Des O'Connor - 'cos all his stuff is monstrously bad

REVIEW

MEGADRIVE
BY RIOT

£35

Monsters generally get a bad press. Portrayed for centuries as slavering, brainless killing machines, hasn't done much for their publicity. In fact, they're an intelligent bunch, who vent their anger not by stomping around eating prehistoric man, but by climbing into a ring for a bit of a wrestle. Grab that joypad and become one of a variety of these massive maulers, taking on the challenge of flooring your beastly opponent before he gets the better of you. Choose your fighter from a wide selection, then take to the ring and, well, beat 'em shades out of the poor thing in front of you. Couldn't be easier. Honk!

BEAST WARRIORS



▲ He'd better move - and fast!



GOLDRICK: Top of the pile on planet Rorian, Goldrock's one tough hombre made out of stone! He's fairly slow, though, and doesn't have too many moves at his disposal.



ZRYGUHITE: Screaming in from the planet Sush, where he's king lobster, Zryguhite knows how to grab his foe in a pincer grip of doom! Trouble is, if he misses his a wide open to attack! Oh dear...



DIO: Fresh from the planet Tree, Dio's the sensation of the sport. He may be a poxy little pianist, but he's brilliant! With his snapping jaws he can actually eat his opponents for lunch, and we think he's fab!



EYESIGHT: Top man on planet Cyprus, Eyesight's boxing skills know no bounds. Great with his fists, he's not much good anywhere else.



DRAXION: Hotshot of the planet Rulgus, Draxion the dragon's another with an uncanny talent for blowing fire out of his gob! Make sure to time your attacks or he'll burn your crotty

The ugliest monster of them all!



MEDUSA: Hero of the planet Golgon, Medusa may be fat but he's fit as well! Lumbering around the screen, he can suddenly change into a spinning wheel of death from which there is no escape!



UPDATE

Beast Warrior shouldn't be available for any other system. Thank heavens for that!

THANKS...

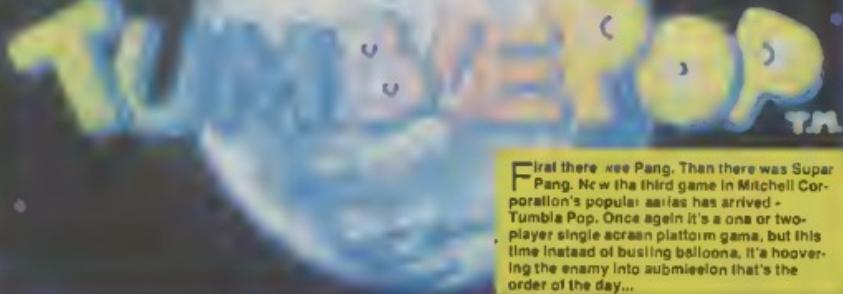
...to Console Concepts (0782 712759) for the review cartridges.

MEGADRIVE

GRAPHICS	36
SOUNDS	24
PLAYABILITY	37
LASTABILITY	5
OVERALL	26

ARCADE ACTION

YOWZA! Arcade king Jaz Sigall pulls on his double-strength thermal undies and tights his way through the snow to track down all the latest and greatest on the coin-op scene! Could those pants take the pace? Read on and find out!



First there was Pang. Then there was Super Pang. Now the third game in Mitchell Corporation's popular series has arrived - Tumble Pop. Once again it's a one or two-player single screen platform game, but this time instead of busting balloons, it's hoovering the enemy into submission that's the order of the day...

MULTI-HOOVERED BONUS BADDIES

Hoovering up and splitting out one baddie at a time is the safest way to play, but you end up with a rubbish score. Tumble Pop experts hoover and stomp as many baddies as possible and when the vacuum is about to explode eject them out all over the screen. The result of all this dangerous tomfoolery is a large points bonus, plus any hidden items on that particular screen being uncovered, which could mean more points or even power-ups!



VACUUM ANTICS

The two heroes are armed with vacuum cleaners with which to suck up the baddies. Once hoovered they can be destroyed by ejecting them back out. The vacuum can store an unlimited amount of baddies, and the more you suck up, the more points you get. The problem is that they can only be stored for a few seconds, and if you don't eject them quickly it explodes and costs you a life!

The object is to simply Hoover up all the baddies on that particular level, and once done take on and defeat the end-of-level boss, with the ultimate aim of beating the Boss boss on the final level.

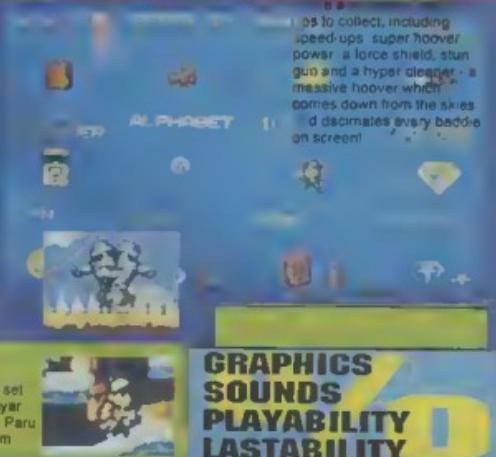


I love Peng and Super Peng, and this sequel is just as much fun! Hoovering up the baddies and then splitting them out all over the screen is a real laugh, and finding all the hidden bonuses as well as besting the seven shades out of all the different bosses is both challenging and very addictive. It's this aspect that keeps you playing the game - you seem to find something new every time! The graphics and sound are both excellent, but really it's the simple, but horribly addictive gameplay that makes this one of the most fun coin-ops seen in a long time. Let's hope we see home conversions soon; in the meantime, get down to your local arcade and pump some coins into this - quick!

JULIAN RIGNALL

POWER-UP CENTRAL

Items to collect, including speed-ups, super hoover power, a force shield, stun gun and a hyper cleaver - a massive hoover which comes down from the skies and decimates every baddie on screen!



ALL AROUND THE WORLD

Like its predecessors, Tumble Pop's baddie bashing is set across the globe. Starting off at the South Pole, the player travels to Moscow, Paris, New York, Fuji-Yama, Egypt, Peru and finally Australia - which is infested with baddies from Caveman Ninja!

**GRAPHICS
SOUNDS
PLAYABILITY
LASTABILITY**

OVERALL

XEXEX

OVERALL 72%

What I want to know is how the hell do you pronounce the name of this latest horizontally scrolling blaster from Konami? Is it zeh-zex, or should it be ax-ex-ex, or even zek-a-ex? However you say it, the name is definitely the most original thing about the game!

This scenario isn't really important, since what it boils down to is a scroll along, power-up, beat the end-of-level boss routine which, while it's fun, hardly taxes your shoot 'em up skills. It's very similar to all the other hundreds of games in the genre, and apart from some lovely graphics and some thumping tunes, there's nothing here to keep you putting in more than a few coins.



ARCADE ACTION



STAR TREK PINBALL



STAR TREK PINBALL OVERALL 86%

This year the most famous of science-fiction television programmers, Star Trek, celebrates its 25th anniversary. And as you can imagine, there'll be reunions, memorabilia, commemorative items and special conventions to celebrate the grand occasion.

One such commemorative item is this new pinball table, which packs a fabulously drawn and brilliantly designed playfield and more speech and music from the television series than you think could possibly be squeezed into a pin table! It's one of the best pintables I've seen in a long time and should keep silverball fans short of change for quite some time.

But what I want to know is, will there be an arcade game? Sega produced a vector graphic Star Trek game in 1983 which was pretty good - using today's technology it could be updated into something really special! If there's any news on that front, you'll be the first to know.

F R E E M I C R O S E L L A D S !!!

(Well nearly) – To make it much easier for you to place your classified ad in your favourite mag we've opened up a phone line. If you have something to sell or swap all you have to do is dial the number, follow the instructions, and chill out! Your ad will appear in the very next issue. No need to mess about with envelopes, and sending money just pick up the phone and dial that number.....What are you waiting for!

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THE MICROSELLS cont.

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GAME BOY with 10 games including Batman, Gold and Metal Land + headphones and 2 player lead. Will sell for £145 and. Tel 0704 654655 ask for Paul

WANTED Sega Megadrive games will pay £12 each. Phone 0253 527353 (You have to send the games)

FOR SALE NES Nintendos with 5 games, including Super Mario Bros 3 and adventure games and 2 controllers. £130. Phone Chris on 0807 827659

SWAP Gameboy with 5 games, including Metal and Double Dragon. Will swap for Gamegear with a games or Megadrive with a game. If interested

DIAL - A - N - A D N U M B E R

0 8 3 9 5 0 0 8 4 8

Calls cost 34p (Champ rate) and 45p (All other times) per minute. If you don't pay this phone bill ask for permission

THE MICROSELLS cont.

SPECTRUM GAMES £200 worth will sell for £40 onto. Will need to pick up from Leeds. Also Sega Master System 12 cartridges, will be £80 onto. Contact Chris on 0632 322265

OFFICIAL UK MEGADRIVE spreads power stick, Sonic, Mickey Mouse, PGA Golf, Populous, Super Monaco, World Cup, James Pond, Golden Axe, Altered Beast, All for £300 onto. Phone Paul on 0296 572933

COMMODORE C64 for sale, 2 joysticks, 2 lightguns, and 10 games. Asking price £100. Call 0843 0932 ask for Gary.

ATARI ST 25 game + 3 joystick, 4 player adaptor, Tel 0692 240495 or swap for Super Famicom.

ATARI ST520FM discovary pack, second disk drive, quicksilver python 1m joystick, £250 worth of software, dust cover, disk box, accessories, 10 month old. All boxed worth £700. Sell for £450 onto. Phone 0563 782909 after 6pm.

GAMER/CO for sale, 5 games include Mario, Batman and Spiderman. All boxed £135. Worth £165. Contact Adam on 0296 356289

TG SWAP Monaco GP, Golden Axe, EA Ice Hockey, John Madden American Football, Helaine, Sonic the Hedgehog and Castle of Illusion. Will answer for any other Megadrive games. Please phone 081 431 5825

SWAP my Gameboy for Atari Lynx or Game Gear or for Sell for £120. Call 0724 783002 ask for Rob.

COMMODORE 64 for sale with tape deck over 50 games and magazines + 2 joysticks. Will sell for £150 onto. Will also sell games separately. Tel. 081 946 4067

FOR SALE Sega Master System and joystick - 3 games - Wonderboy II, Teddy Bear and Sonic the Hedgehog. 5 months old, good condition. Phone Edie after 4pm on 081 639 2782

SEGA MASTER SYSTEM with 2 games, Custom games and Galaxy Force £90. Phone David on 0844 421 2303

FOR SALE Gameboy, at original packaging supplied with 8 games, gameboy and carry case. Worth over £240. Sell for £125. Call Stuart on, 0463 228520 after 6pm.

PC ENGINE portable mini console, 3 games in 1 boxed. Worth £100 sell for £200 or swap for Megadrive + games find £50. Call Chris on 0527 81 0554

ATARI RI 5207 boxed new manual menus, 20 games, 2 joysticks, £275 onto. Ring Darren on 0805 472013 (Worcester)

GAMEBOY for sale, unboxed present, 5 games, 2 player adaptor, 4 player adaptor, headphones, illuminator light and case which holds the lot. Worth £200. Sell for £149.99 onto. Contact Lee on, 0209 783 097

NINTENDO NES for sale or swap for Gameboy with at least 4 games. Phone Lee on: 0679 355 5337

SWAP Master System with 1 box in game and 3 others. For Commodore 64, my computer has a month guarantee ist. Tel 597 7100

COMMODORE 64 for sale with 100 games, new model, very good condition with 2 good joysticks £200 or will swap for Amiga with 1 games. Phone 0708 360549

SPECTRUM 48K double Interphase, 2 joysticks, 50 games, + 70 games without covers. Phone Paul on 081 317 1872

THE MICROSELLS cont.

FOR SALE Spectrum 128K with over 60 games including Rainbow Islands, Bubble Bobble and New Zealand Story. All this for £70 Tel 0483 762899 (Woking)

PC ENGINE GAMES for sale, Motorader, Dungeon Explorer and Wonderboy, £20 each. Excellent condition. You send cash, I will send game. Phone Michael on, 0538 304585

WANTED Amiga in good condition with some software. Will pay around £300 Tel 0282 609033

COMMODORE 64 for sale includes datacassette 11 tracks and 55 games Worth £100 will sell for £50. Phone Paul on 0642 531241

ATARI STFM double sided disk drive with joystick and mouse. lots of games including Kick Off 2, black and white TV. All boxed £300 onto. Phone Anton on 081 338 0733

FOR SALE Megadrive and Amiga. Both for £200. Contact Matthew on 0402 560205

WANTED Sega Game Gear cheap Phone 0272 734181

COMMODORE 64 for sale, over 80 games, light fantasic pack, boxed and new. Ring 0437 765140

COMMODORE 64 for sale, come for £100 for sale, 200 provincial games, 3 joysticks, all in perfect condition £200 onto. Phone 021 726 3155

HANHARD PC ENGINE In superb condition with 4 games including Jesus Chan and Formation Special £295 onto. Phone 0708 754140

SWAP Super Famicom swap with 3 games, Super Mario 4, Final Fight and Giga Man, all in perfect condition £200 onto. Phone 021 726 3155

PC ENGINE In superb condition with 4 games including Jesus Chan and Formation Special £295 onto. Contact David on 0222 862330

WANTED NES with 2 control pads and 2 games under £100. Phone Kala on 081 308 0276

MASTER SYSTEM + Light Phaser. 8 games, 2 joysticks, 220 joystick. Games include Golden Axe, Mickey Mouse, R-Type, Rampage, Rocky Horror £20. Sell for £110. Ring 0231 413086 all for games.

AMIGA CPC 64 with colour monitor and joystick excellent condition. Includes over £250 worth of software. Will sell at a bargain £175 onto. I'll negotiate please phone, 021 751 7822

SEGA MEGADRIVE in brand new condition with 2 joysticks and 5 great games including Golden Axe and Ghoulies £200 or swap for Commodore Amiga. Phone 0708 754140

COMMODORE 64 40 games, 1 joystick, cassette deck, good condition £90. Phone Swansons 3792 40149 after 4pm

SWAP Gameboy with 3 games, and 2 player link + £20 for English. Megadrive with 2 games. Or sell £50. Phone 081 398 9275 ask for Gareth

COMMODORE 64 light fantasic for sale with top side games + joystick. Quick sell £100. If interested phone Andrew on 081 685 0258

MASTER SYSTEM control pad, light gun, £20 joystick and 9 great games. Will work over £200 will sell for £110. Ring 413086 (Tunison area) or swap for Megadrive with Sonic.

NINTENDO WII with 7 games, Wario Land, Teenage Mutant Hero Turtles, Double Dragon II, A Zapper, Duck Hunt, and club membership. Sell for £165. Phone 0354 53290 ask for Robin

THE MICROSELLS cont.

FOR SALE Panasonic Impact 24 dot matrix printer IXP1124 1 year old. £175 onto. Phone 0752 780729 ask for Nick

GAMEBOY FOR SALE 16 top 10% including foreign game. Megafly, Light boy, based as new worth £44. Will sell for £225 onto. Tel Liam on: 0033 891376

AMIGA GAMES FOR SALE Predator 2, Back to the Future 2, Knightbreath, Narc, Shadow of the Beast 2, 10 demo disks. The whole lot for £90 or will sell individually for £15 each or will swap for a Megadrive 47 Clarence Road, Teddington. Tel 081 779 1323 ask for Richard

SWAP Japanese Shadow Dancer and Rings of Angel for any games (swap both for Rainbow Islands) Outrun for sale for Master System £15 onto. Prefer local swap or around Middlesex area. Phone 0344 778245 ask for Matthew

COMMODORE 64 CONSOLE for sale comes with 7 games including Batman, New Seals, Robocop 2 and Flimbo Quest, 2 joysticks. Worth £135. Sell for £50-65. Contact Jamie on 0786 561920

RARGAIN Game Gear + 3 games including Mickey Mouse and Wonderboy + Lynx with 8 games including Blue Lightning, Gauntlet 3, Rampage and Paperboy £300 or swap for Famicom with 2 games (TV Version) Contact Matt on, 081 670 2432 weekdays after 8.30pm

COMMODORE 64 for sale with 1 joystick + 1 game recorder, over 40 great games. Sell for £90 onto or swap for Gameboy + games. Phone 0493 587748 after 4pm ask for Lee

ATARI ST 97 games for sale, all originals with box and instructions. Batman, ET, Knightbreath, ET, Star Wars Trilogy £7 + many more. Phone Roy on 071609 2844

AMIGA Irix style BMX for sale, competition frame, NX Bikes, original pads, bought for over £200. Sell for £60. Slight I repair needed to saddle. Phone Roy on 071 609 0844

AMSTRAD CPC 664 colour monitor and 2 joysticks, £100 worth of games including Wonderboy and Miss Office 2. Worth over £100. Sell for £200 or swap for an Amiga. Ring 0734 842629

AMSTRAD CPC 664 with colour monitor and joystick £120 worth of software. All in good condition. The price is £325. Tel 0493 780342

SUPER FAMICOM for sale (scart) 4 games including UN Squadron 2, Joyride and PSU £200. Phone 0703 676736 ask for Jim

REGA GAME GEAR with Mickey Mouse, Super Monaco GP, Maths Adapter. All for £25 onto. Phone Simon on 081 304 7440

URGENTLY WANTED Lynx games, Gates of Zendron, Paperboy, California Games, Electrocop and Timbal Shuffe. Will pay up to £10 per game. If interested tel 0700 81733 ask for Des

SPECTRUM 128 games for sale include Afterburner, Gunship, 1942 and many more all boxed. Worth £10, sell for £5. Phone 0223 316665 ask for Jason

SWAP Sega Master System with 2 control pads, rapid fire units, 2 games for an NES with any of the Maniacs, any other games if interested contact James on 0833 856910

SPECTRUM 48K & 128K GAMES for sale £700 worth, sell for £140 or swap for Gamegear and games. For further enquiries phone Brazing 0856 873578 and ask for James

DIAL-A-N-AD NUMBER

0839 500 848

Calls cost 34p (Cheap rate) and 46p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS

SWAP my Zen Goll for Fucky of World Cup Italian 90 on the Megadrive. Call Shemaz after 4pm on 081 926 0675

FOR SALE ATARI LYNX with 4 games - Paper Boy, Zangahoo! Electro Cop and California Games. Phone 0333 826727 and ask for Jamie

SPECTRUM +2 £1600 worth of games, joystick, microdrives - mod, printer, Interface 1, multiface 128, all leads. All for £200 ONO. Phone Jason on 0842 789188

FOR SALE Amstrad CPC 6128 disk drive and computer. In perfect condition with cassette deck, leads and 500 great games. Unbeatable offer! Worth £2000 ask for £1600 ONO. Call Andy on 081 636 7519 (London)

ATARI ST 520 FTW includes mouse, joystick 49 original games. Bargain at £200. Telephone 0333 403588 (0115 3pm)

SEGA MEGA DRIVE FOR SALE 2 games

Including Sonic the Hedgehog, Mickey Mouse, Super Reel Basketball. Worth £500 sell for £200 Also Alan Lyng for 4 games. Including Gauntlet 3 and California Games. £205 sell for £110. Telephone on 0705 521325

ATARI LYNX FOR SALE will boxed includes mains adaptor and 2 games - Road Blaster and California Games. 3 months old, all £100 ONO. Phone 081 9265041.

GAMEROOM FOR SALE excellent condition with 5 games - Tarifa, Mind, Teenage Mutant Ninja Turtles, Bobble Bobble and Magnifier and Light. Telephone 021 427 9287 (late 5pm).

1-8K SPECTRUM +2 £30 ONO, 20 games, 1 joystick or swap for 4 Sega Master Systems games, preferably good ones. Telephone 0706 50277 (Lancashire)

PC ENGINE GT 5 months old, still fully boxed, as new, 2 games AC escapist, batteries, 22 magazines. Worth £300 will accept £220 No Offer. Phone on 029 5658 (anytime)

FOR SALE Nintendo with 3 games - Megaman 2, State of Mind and 10 Yard Fight. Price £110. Call 024 62149 and ask for Andrew.

10 PC ENGINE GAMES - P1 Circus '91, Spinner House, Operation Wolf, City Heat, Pac Land Shinobi, Vigilante, Chase HD and The New Zealand Story £18 each or £170 the lot. Phone 081 558 5558 (anytime)

FOR SALE Amstrad CPC 484 with green screen plus TV modulator and 40 games. Price ONLY £100. If interested phone Mark on 081 529 4537 buyer collects.

CAMEGEAR with 4 master system game, 2 megadrive games, master game adaptor plus AC adaptor. Excellent condition still boxed. Sell for £150 or swap for Amiga with games. Telephone 0272 441 097 and ask for James.

MEGADRIVE GAMES TO SWAP - Japanese Wrestlers War and English Poculists. Any games considered. Phone Merle after 5pm on 0223 333181

SEGA MASTER SYSTEM with 17 top games including Psycho Fox, California Games and Altered Beast. Will sell for £145 or swap for a Megadrive with a few games. Telephone 025485 3051

THE MICROSELLS cont.

TO ALL AMIGA OWNERS I have the latest Number 1 game for Amiga. Its Jimmey White Whirlwind Snooker. It has all the stuff in it - its due the change, it has chaos and the history and rules of Snooker. If you would like to buy this please contact Neilson - 0292 850 990. For a reasonable price of £15-20.

SEGA MASTER SYSTEM plus 17 games and a Spectrum 128K + 2 with over 180 games. Will swap for a Super GameMaster with at least 4 games Telephone number 023483 3061

SEGA MASTER SYSTEM + 17 games and a Spectrum 128K + 2 with over 180 games will swap for Super GameCom with at least 4 games. Telephone 023483 3061

SWAP Sinclair +4 for games for NES with Super Mario Bros. Call after 5pm 0208 7828580 ask for Tim David. Also games are for sale £1 each

ATARI ST 1000 with joystick, mouse, mst loads of games and black and white television. £300 only. Phone Anthony after 5pm on 081 319 0733

BOXED ATARI STFM for sale joystick, mouse mouse mat, £150 worth of software and black and white TV. In very good condition. Phone Anthony after 5pm on 081 338 0733. Will sell for £310

ZX SPECTRUM +2 computer, comes with 1 joystick, lightbeam and 76 games. Games include Monarch Resistance, Italy 1940, Gazzle Barman and RoboCop. All for £100. Telephone 0733 78598

FOR SALE Gameboy, 3 games, 2 player lead, ear phones and view boy, board as new. £30. Phone Nick on 081 954 4463 after 5pm

SWAP GAMEGEAR and GG SHINOBIS for NES and 1 game. Telephone Rick on 0706 214487

SPECTRUM +2 with joystick and £120 worth of games including Super Cars and Italy 1940. In its very condition. Selling for £130. Phone Roger on 021 360 5152

SPECTRUM +2 128K computer, includes mouse and art package, light gun games and 7 light gun games. Cheesecake joystick, £200 worth of games brilliant condition £160. Telephone Warrington (0225) 413003

FOR SALE C64 New Model, with a data cassette, fight game, with 55 games including Super Monaco, and some magazine games. Excellent condition. Looking for £150 one year old. Phone Sandie after 4pm Monday - Thursday on 081 897 9683

AMIGA A500 1 meg board as new, colour stereo monitor, 3 stereo joysticks, 2 mics, 30 demo disks, 50 top games at over 90%. All this worth £2150, will sell for £500. Ring 0944 785560

AMSTRAD CPC disk drives, 47 games on the disk swap for Megadrive with 3 games or sell for £150. Write to Stephen Remondale, 213 Cambridge Road, Redland, Bristol. Telephone 0272 441204

MASTER SYSTEM with 31 games swap for GameGear with a few games or sell for £30. Phone Stephen on 0116 441204

FOR SALE Amiga games, master sound sampler for recording music on Amiga, Software - Licenses to KIR, BuddhaNet, Afterburner, Hydras, Thunderkite, Operation Thunderbird. Great gift. All for £50. Telephone 081 307 2361

SEGA MASTER SYSTEM for sale good condition, includes 4 games and 2 control pads. Bargain only £70. Contact Jo or Tony on 0804 494945

THE MICROSELLS cont.

AMIGA A500 + meg board as new 14" colour stereo monitor, 3 pro joysticks, 2 mics, 30 demo disks, phone paint, 50 top games at over 90%. All this worth £150, will sell for just £500. Ring 0844 785560

SPECTRUM +2 - Operation Wolf, light gun pack plus Batman. Price £70. Multiplay printer Interface for Spectrum 48K handily used, boxed as new. Price £25. Call Simon 081 903 0517 (don't worry about answering phone)

DOUBLE DRAGON for Gameboy £10. Call Simon 081 903 0517 (don't worry about answering phone), ATARI ST GAMES FOR SALE. CURSES, R-Type, Blood Money and 26 others, 43 demo's - £65. 3 Lynx games - Rygar, Gates of Zandoria, Chip Challenge - £15 each, £30 all three. Call 081 941 4322

NINTENDO GAMES FOR SALE - Batman £20, Rob of the Back Men £20. Phone 0993 704 0700

MASTER SYSTEMS GAMES for sale - Contra, Outrun, Heavyweight Championship - £1 for £40 or £15 each. Or Swap all 3 for either Wonder Boy 2 or Super Monaco GP. Phone Matthew on 0272 889304

WANTED Nintendo NEF. Willing to pay up to £35. no games necessary. Phone William on 081 878 1973

POW MEGADRIVE runs all cartridges with 6 games including Super Nintendo, Fantasy Star, Atomic Flash, Feman and Thunder Force 3. Price £220 or swap for Amiga or POW Super Famicom. Call John on 0832 665 615 after 4pm.

PC ENGINE POW for sale, excellent condition, 1 joy pad and 1 pro joystick. Auto Fire, including Atomic Robotron, all boxed, all for £35. Call John on 0832 665 615 after 4pm.

I HAVE Gyroq, Thunder Force 3, Wizards War Which Japanese to swap on the Megadrive. Any games considered. I especially want Revenges of Shinobis, Spideman, Sonja and EA Ice Hockey. Please phone 07677 7722 and ask for Jasper. I will sell all these games.

SUPER FAMICOM SCART - unboxed gift, used once. Price £150 ONO. Telephone on 081 788 9910 - A bargain not to be missed!

NINTENDO FOR SALE plus books and controls with 4 great games including Solo Jetman and Shaka, Rattle and Roll. Worth £160 sell for £110. Phone Duncan on 0822 854 088 before 8pm

ATARI ST GAMES FOR SALE Double Dragon E3, After Burner E3, Star Wars E3, Out Run E3, Stick To The Future E3, Golden Axe E3 and Leisure Suit Larry E3. Price £15. Fight Simulator 2/F1 Racing and RoboCop E10. Contact Joel on 081 302 9698

WANTED for Megadrive - Streets of Rage, John Meddins, Mickey Mouse, Jaf, Ringo, Santa, Hell Fire, Ghouls and Ghouls, Super Monaco GP. Pay £19. - £15 - got to be in good condition. Phone 081 766 4905.

GAMEBOY FOR SALE 3 games Burai Fighter, Super Mario Land and Taito Games and console boxes, also headphones and 2 player lead. Price £75. Phone James on 0803 825723

NINTENDO Deluxe entertainment system excellent condition with original box. Includes control desk, 2 game boards, zipper gun, robot and 10 games. All boxed and with instructions. Price £175. Call 021 353 7275.

DIAL - A - D - N - U - M - B - E - R

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Calls cost 34p (Cheep rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission

THE MICROSELLS cont.

ATARI LYNX boxed with 3 games, Gauntlet, Rygar, Blue Lightning plus power supply. Very good condition. Worth £180 ask for 0990 - Phone Lancashire on 0622 580820

WANTED Shoot up construction kit for the Amiga will sell for £10 O.N.O. Must be in good condition. Phone Mark 0806 557 867 after 8pm.

NINTENDO FOR SALE with 3 top games including Mario 2, excellent condition, 2 joy pads. Usually costs £190. Bargain for £40 O.N.O. Please phone 0215 548520 or swap for Contra

FOR SALE Atari ST sailing with 250 games including Batman, RoboCop 3 and Goldilocks 2 which is hard to find in the shops. Telephone 051 344 2656

WANTED Rescue of Princess Bubblegum on the Commodore. Tel: phone 081-205 5688. Please ring after 4.10 and ask for Idran

ZX SPECTRUM +2A with light-gun and games Plus £1000 worth of software. Plus £200 worth of megadrive, colour screen and joy stick. Worth £700 but will sell for £200. Call Martin 051 849 3654

ATARI ST ST for sale. Over 50 games, free joy sticks and mouse. Will sell for £350 O.N.O. or will swap for an Amiga. Telephone, 071-359 9053

FOR SALE Spectrum 128K - Will sell for £100. It comes with 20 games, 1 joy stick. Phone (switch) 0473 210107

AMIGA 500 FOR SALE with 30+ games and joy stick. Worth over £1000 will for £400 O.N.O. Call 0344 52004 (after 5pm) ask for Robert

AMIGA GAMES FOR SALE £5-10 or all for £45. Call 0344 52004 (after 5pm) ask for Robert

POWERCADE ARCADE MACHINE fully compatible requires some money. Can be seen working. Bargain only £130. Will swap. Buyer must collect or arrange delivery. Phone 0308 885000

PC ENGINE GA MEG FOR SALE OR SWAP Lots to choose from. All between £10-£14. Phone 0306 885003

LYNX TSU 5 excellent games, 2 player lead, all boxed. Will swap for Gamegear and over 4 games and power supply. First. Phone David on 081-549 0000. Please call if you're in London area only

WANTED Princess Bubblegum on the Commodore. Willing to pay £20. Telephone number 081 205 5688. Phone between 5-8pm

FOR SALE games as new. Nintendo Entertainment System, Super Famicom and 6 games. £150 the lot. Call 0624 734133

AMSTRAD CPC 6128 FOR SALE colour monitor, Tandy, tape and disc drive, tape and disc game, light gun, 1 joy stick, word processor disc. Worth £750+. Will sell for £300 O.N.O. Phone 071-886 8501 after 8pm

AMIGA 500 FOR SALE including 2 joy sticks, around 20 games and also a printer. It all costs £750 will sell for £400. Call Alex after 6.15pm during the week on 0406 380544

AMSTRAD CPC 464 with colour monitor. £250 worth of games, light pen and joy stick. Excellent condition. A bargain at £200! Telephone 0332 551105

MEGADRIVE GAMES FOR SALE including Super Thunderblade, Altered Beast and Battletoads. Gorgilla. Sell for £10 each or swap for Gunlug. I interested contact Min 0223 329621

SEGA MASTER SYSTEM FOR SALE including light laser gun and 2 games. Sell for £45. Phone 081-676 9054

THE MICROSELLS cont.

MEGADRIVE UK unit with power supply, jack adapter with 14 games including The Immortal, Streets of Rage, Turrican and Superman. Price £455. ring 091-205 5113

MEGADRIVE GAMES FOR SALE Altered Beast and Super Thunderblade. £15 each or both for £20. Also a new game Battletoads only £20. If interested please contact Min 0223 329621 or swap for Gunlug.

GA MEGEARG AND GAMES TO SWAP Including Quirin and Mickey Mouse and want to swap for American Football or any good games. If interested contact Dave 0924 274515.

PC ENGINE with 15 games, boxed as new. With POW and scan conversions £150. Phone Stephen on 0424 49582 preferably after 4pm

GAMEBOY FOR SALE includes Technoball, Mario Land, Final Fantasy Legend and F1 Race. Worth over £700 will sell for £400 O.N.O. If interested phone Blackpool 593 181 and ask for Andy

FOR SALE Amstrad CPC 6128 with 20 brand new games like Darkwing Duck, Scarecrow etc. Price £200 call 0802 204866

UK MEGADRIVE for sale with 5 games and 1 joy pad. Games include John Madden Football and World Cup 90. AJ in good condition only £220 O.N.O. Phone 0624 272354

GAMEBOY plus 4 excellent games - R-Type, Ninja Boy, Mario Land and Tetris All in excellent condition only £110 O.N.O. Phone Marie on 0524 272354

FOR SALE Super Famicom with 4 games. Unsigned price £220. Call 0627 262820

FOR SALE Sega Megadrive with 16 games £118. Telephone 0527 262823

FOR SALE PC Engine plus 3 games and mains adapter. Still boxed £100 O.N.O. Phone 0302 521444

JAP MEGADRIVE FOR SALE fully boxed with joy pads and 3 games including Streets of Rage £145 O.N.O. If you quick I'll throw in headphones FREE! Phone 081-549 2494 and ask for Stuart

ATARI LYNX for hire, fully boxed 3 games including Rygar, power supply, car lighter adapter and com link cable. £130 O.N.O. Phone 081-549 2494 and ask for Stuart after 4.30pm week days

MEGADRIVE FOR SALE with 4 games including Ice Hockey. Phone 071-73057

AMIGA GAMES FOR SALE or swap, Final Fight, Road Rash, Switchblade 2, Merchants United Europe or Last Ninja 3. Sell for £10 or swap for Pit Fighter. Contact N Ireland on 0903 62715 and ask for John

SWAP AMIGA 500 with 1 mega bl of RAM. Over £500 worth of software and 2 player Powerplay Cruisers for 1. Megadrive with 2 control pads. Sonic The Hedgehog, Streets of Rage, John Madden and EA Ice Hockey. Contact N Ireland on 0903 62715 and ask for John

AMIGA GAMES FOR SALE OR SWAP Cost £10, games are Final Fight, Mania, Switchblade 2, Last Ninja 3, Merchants United Europe, Road Rash, Ninja Warriors, Dynamic Ducks. Contact N Ireland on 0903 62715 and ask for John

NINTENDO ENTERTAINMENT SYSTEMS with 4 games including 2 control pads. The No. to call is 081-743 3635

SEGA MEGADRIVE JAPANESE rara all cartridges - 6 cartridges with 6 including Sonic £200 O.N.O. phone 0742 339847 (Sheffield).

THE MICROSELLS cont.

COMMODORE 64 with over £300 worth of software. Over £100 worth of magazines with 150 games. Also comes with 2 high quality joysticks. Worth nearly £800 will sell for £180 O.N.O or sell separately. Phone James on 0728 746344

COMMODORE 64, £200 worth of games, £100 worth of magazines with 150 games and 2 joysticks. Worth £800 will sell for £200 O.N.O or separately or swap for Amiga. Phone James on 0728 746344

SWAP MEGADRIVE GAMEBOY for only £3 new and old games available. If interested phone Stuart on 0476 844309

ZX 128K SPECTRUM +2 with 40 to 50 games

Please contact 0250 275394

FOR SALE one Amiga 500 plus 37 games Asking price about £30. One Nintendo Super Famicom with games Telephone number 081-621 2414

SWAP SUPER FAMICOM plus 7 games for either a CDTV or a CDI. If interested please contact Bruce Dartington on 081 350 0681.

FOR SALE After Burner, Sindbad and Hell Raiser £20 each and Final Fantasy 3 joystick, never used, for sale for £9.99. Please ring 024 881132 after 5pm and ask for David.

ATARI LYNX as new with power adapter, com link cable, Electro Cop and California Games. Will swap for Megadrive with a couple of games or Nintendo with several games. Or sell for £130. Phone 0257 792975

AMSTRAD CPC 464 and colour monitor. Over 200 games worth over £700 as new. Very good condition £50 worth of magazines. Ideal for beginner. All for £300 O.N.O. Phone Barrie on 0902 344045.

SWAP MY GAMEBOY AND GAMES worth £200 and my Amstrad CPC464 and colour monitor and games worth £700 for Amiga 500 and games. Phone Ranjeet 0902 344045

ATARI LYNX FOR SALE 3 games PSU. Phone Gavin after 5pm on 0297 443153. Price £90

SOFTWARE EXCHANGE CLUB for information send S.A.E. to J. A. Holton, 10 Broad Lane, Hook, Herts, RG27 9PF. All formats.

AMIGA SOFTWARE FOR SALE All five hand no copies! Includes latest games such as Lemmings, Manchester United, Europe, God and SWIV. All under £15. Many more games phone Rob on 0222 702588 after 2pm for details.

NINTENDO GAMES FOR SALE called Nintendo World Cup sell for £18 phone 091-251 5215 and ask for Simon.

AMSTRAD CPC 464. Excellent condition 40 games including Operation Wolf. Price £35. Telephone 0707 872144

NINTENDO GAMES FOR SALE - Megaman 2, sell for £10. Phone 091 252 6356 and ask for Neil

SEGA MASTER SYSTEM plus with 2 control pads, control stick, light lever and rapid fire unit. With 8 top games including Golden Axe, Shredders and R-Type. Excellent condition worth over £300 it's a bargain at £150. Phone 081-989 8133

UK MEGADRIVE and joystick plus 5 games including John Madden Football and Golden Axe. Swap for Amiga or sell for £220. Phone 0256 67204

SEGA MASTER SYSTEM FOR SALE including 16 games, joystick, light lever or will swap for a Cameragear. Call Sam on Bembridge 297601.

DIAL-A-N-AD NUMBER

0839 500 848

Cells cost 34p (Cheap rate) and 45p (all other times) per minute. If you don't pay the phone bill ask for permission.

THE MICROSELLS

GAME BOY In brand new condition with Tetris, Double Dragon and R-type. Sell for £100. Phone 081-442-2163

COMMODORE 64 In brand new condition with around 40 games and a joystick. All fully tested and selling for £100. Please phone 081-544-2183

SEGA MEGADRIVE fully tested, nearly new, 1 game, 2 control pads, sell for £20. Sega Master System - 3 games, fully tested, nearly new, sell for £50 or will swap for Super Famicom with 1 game. If interested phone 0872-851702 sell for Coll

NINTENDO CONSOLE with boxed plus 5 great games - Batman, Track and Field 2, Skies of Dile, Turles and Russian Attack. Price £50 O.N.O Phone Nick on 0565 632860

JAPANESE MEGADRIVE GAMES FOR SALE Telephone after 5pm and ask for Robin 071-8631-0851

COMMODORE 64 new design with data cassettes for sale. Boxed as new. Over 130 great games, 2 joysticks, light pen and art package also a resale switch and manuals. A bargain at £165 O.N.O Phone 0602 327854

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VIEW

LUCASFILM

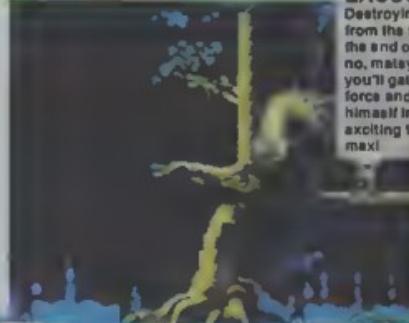
Still bowled over by the *Incredible Star Wars Review* seen earlier in this issue? Well, that's just the start of the thrill-a-'n' spills for NES fans - 'cos *The Empire Strikes Back* is on the way! You'll already know that *Star Wars* on the NES is the best thing since Darth Vader's hairdo, and from the looks of things *Empire* looks set for even greater things!

▲ An Imperial walker stalks the rebel base

THE EMPIRE STRIKES BACK

APOLOGY ACCEPTED, CAPTAIN NEEDAH...

The good news is that the game has been developed by those loppar dudes at Lucasfilm - they made the movie, for Cliff's sake, so it's got to be good! The bad news is that the game won't be available for a while, so in the meantime you'll just have to drool over these screen shots and rush out for *Star Wars* instead!



I WANT THAT SHIP, NOT EXCUSES

Destroying the Death Star from the first game isn't the end of your quest. Oh no, matey! This time round you'll get to master the force and take on old Darth himself in a pants-tillingly exciting ta-da-to-taca climax!

THAT'S IT - THE REBELS ARE THERE

Just like the movies, *Empire* picks up where *Star Wars* left off - and the ultimate aim of the game is the defeat of Darth Vader in a show-down light-sabre battle to end 'em all! The action will take place across three planets and features a enormous paths to explore. The game will also allow you to develop skills as you progress, operating loads of ships and weapons and even taking on those hulking great Imperial Walkers in a whiffy little Snowspeeder - just like the movie.

▲ A bit of advice from the old master



The Tauntaun is no
use for an
icy Wampa!

VERSION	DATE	PRICE
NES	TBA	£ TBA

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MARBLE MADNESS



VIRGIN

Roll on! It's out on NES, Gameboy and Megadrive - now get ready for Marble Madness on the Sega Master System! This kerrazzzy classic sees the player controlling a marble lost in a world of esoteric steelies, awful acid pools and manic mazes - the object being to smash! All that stands between you and the exit is each level's time limit - a limit which gets ever-shorter the further into the game you proceed. A tall order for a marble - but ones which must be overcome if you're to succeed!

Virgin, fitting this conversion into their oh-so busy schedule, showed us an almost complete version of the game and we were well impressed. Almost all the features of the coin-op are in there, with graphics closely resembling those of the coin-op! Something they haven't been able to include is the moving ways effect on level two, due to the fact that it would have took the size of the game over the cartridge capacity - and to bung up the cart size would have cost the punter around £10ner extra! This omission shouldn't damage the gameplay - we'll find out when we review the game damn soon.



VERSION DATE PRICE
MASTER SYSTEM TBA £TBA

PREVIEW

DESERT STRIKE

ELECTRONIC ARTS

What's very big, very busy and keeps coming out with lots of brill games? Electronic Arts, that's what! Not content with sorts of the basal Megadrive titles avar, they're all set to release another which will probably add to the list!

Desert Strike puts you in charge of a pretty spanky chopper and right in the middle of a lotsa war scenario. Basically the idea is to blow away as much of the opposition as possible, while keeping your own backside in one piece. It's a forced perspective 8-way scrolling affair, featuring some spanky graphics and wall 'ard gameplay. As usual the CVG pilots have already taken an early version of Desert Strike for a bit of a spin, and it's looking the biz. More new just as soon ee...



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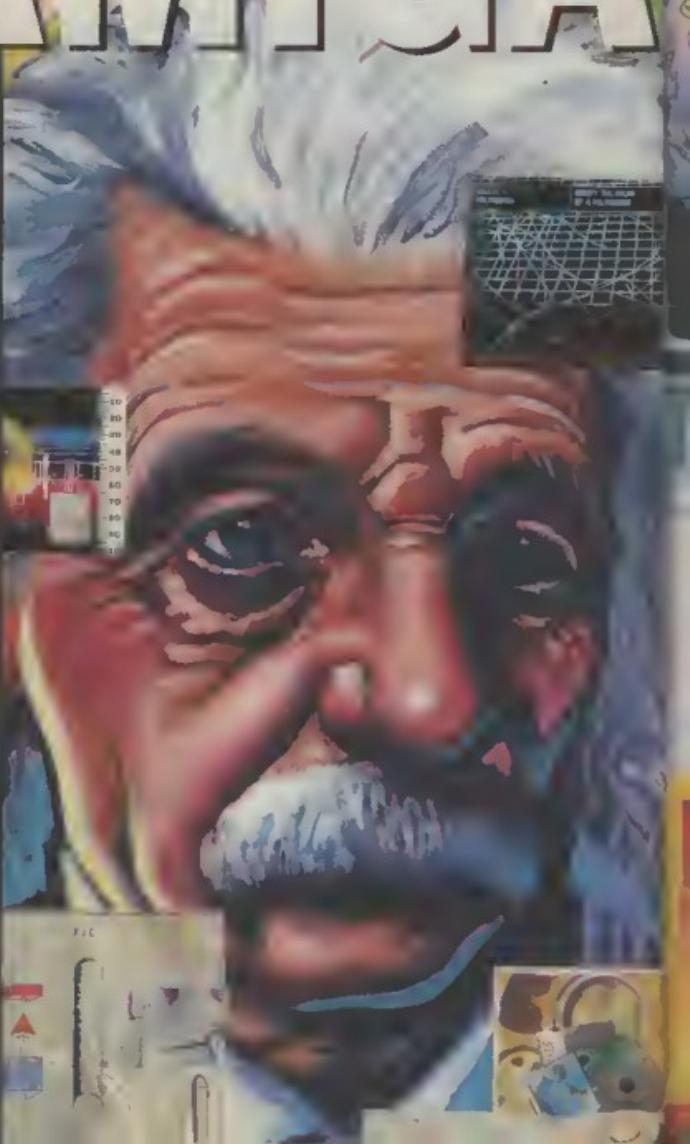
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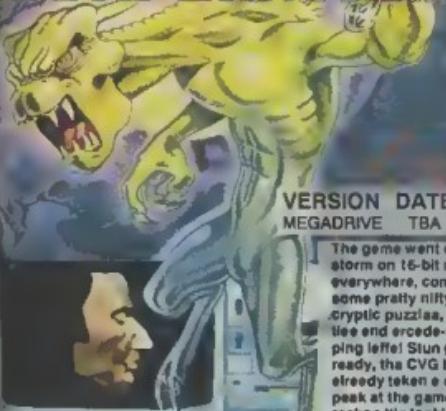
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8	7	6	5

VIRGIN

Oh 'eck, misaus - you Megadrive menisce are in for a bit of a treat when Virgin unleash their long-awaited convarson of this 16-bit emeesh onto a ready 'n' willing world. Corporation pits the player against the might of, um, you guessed it, The Corporation - a gang of wall bed bezaties who have angin-sared all sorts of evil naeties; and you've got to beat the lot before the boot you wall end truly up the bot-ton.

VERSION DATE PRICE
MEGADRIVE TBA £TBA

The game went down a storm on 16-bit machinaa everywhere, combining some pratty nifty 3D with cryptic puzzles, natty naeties and erode-style scrapping leflef! Slurp gunz et the ready, the CVG boyas have already taken a sneaky peak at the game and reckon it's looking well wicked. Virgin are currently putting the finishing touches to the game, which should be un-leashed in the Spring - so look out for the Review to end all reviews on thaaa teaty pegees pretty bloody soon!

▲ The Corporation knows all, eeee all



▲ Let the ugly goon have it!

MEGADRIVE

Still with those busy beavers down at Virgin - they're all set to bash all and sundry over the head with a very big bally by the name of Chuck Rock! For sad nobodies who don't know any better, Chuck Rock originally came from Cora and was one of the most popular games on home computer - featuring the antics of a seriously dippy Caveman and his equally crazy caveman who live in his laff-a-minute world.

The aim of the game is to belly-butt your way through more than 500 screens of action as Chuck rocks away and tries to rescue the lovely Ophelia from his love rival Gary Gritter! Featuring loads of leflef and some criminally addictive gameplay, Chuck Rock looks like a great title for console - and rest assured we'll be giving it the full CVG treatment as soon as we possibly can, if not sooner...

VERSION DATE PRICE
MEGADRIVE TBA £TBA

PREVIEW

▼ Chuck Rock deals with a sabre-toothed puey!



▼ Oh no! Death from the skies!



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LUCASFILM/US GOLD

The men with the hat is back! And this time, the game isn't based on a movie! Indiana Jones returns in a new Lucasfilm adventure, the idea for which comes from an Indy comic book, *The Fate Of Atlantis* - in which Henry Jr is trying to find a gizmo which will save Atlantis. Hot on his tail, as ever, are those nasty Nazis, who also want to rescue the lost city but for very different reasons - they want to harness its immense power and use it for evil. Joining Indy for the first time is Madame Sophie Hapgood, who follows our hero, not just because she's gorgeous and looks good on our screens, but also due to the fact that she can offer lots of assistance throughout the quest. And you'll need all the help you can get when you pick up that whip and don your jacket and hat, because there ain't no video of the film to refer to!

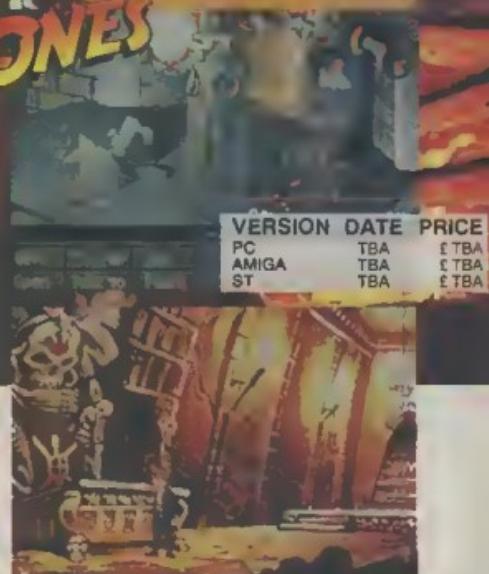
PREVIEW

INDIANA JONES THE FATE OF ATLANTIS

Indiana Jones - The Fate Of Atlantis is to be the second Lucasfilm game to be given the IMUSE treatment (the first, *Monkey Island 2 - LeChuck's Revenge*, is reviewed in this very issue!) so expect something very sexy in the sound department. As you can see from the screenshot, Indy's graphics are of the usual high quality - let's hope that the gameplay at least matches that of *Indiana's Last Crusade*. We'll be reviewing *Indiana Jones - The Fate Of Atlantis* pretty darned soon - as usual!

VIRGIN

Aright, so it wasn't exactly the best film of all time - but the computer game of the film could turn out to be one of the best PC titles ever! Those busy bees down at Virgin are all set to unleash this mammoth title pretty soon, and the early version we've already seen is looking grand. Basically the game is a big-time world conflict affair in which you struggle against your enemies for control of the goody which makes the world go round - spice. Dune features some totally fab graphics and a style of play all of its own, and should definitely be one to watch out for.



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